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Official Sega Dreamcast™ Magazine

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Issue 5 May/June 2000 www.DailyRadar.com

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Sega Dreamcast.

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FEATURES

Informative and entertaining. They're why you love us! *(awww...)*

Powerstone 2/34
Power Up! Whether it's actually the best fighting game ever on Dreamcast remains to be seen: but Power Stone 2 has already rocked the world here at **ODCM** Towers—and rocked even harder in Japan, where it's turned Capcom's headquarters into an apparent war zone. Our maverick Editor-in-Chief Simon Cox jets to Japan to learn that love is, indeed, a battlefield.

Shenmue Explained/42
You've got questions? We've got answers. From Shenmue's storyline to gameplay, from its design style to details of time and space, we've got it covered. Yu Suzuki hosts a personal tour through this brave new world. He'll tell you everything you want to hear about the game: except that an English version is coming out tomorrow. A feature to be savored!

DCDIRECT

All the news that fits — and some that frankly doesn't

DC News Network/12
- The Jet Set gets ready for take-off
- Guess who's coming to Dreamcast?
- Peter Molyneux talks to **ODCM** about converting Black & White

DC World/20
- We've played it! Sega GT makes a pit stop at **ODCM** Towers and makes our decade (at least, the first few months of it). As good as you'd hoped? Turn to page 20 and find out!

Fantasy Zone/24
- Pixies! They're back (and what the hell are they doing with that pencil?)!
- Sega's first DC RPG, Time Stalkers, er, stalks your way.

Arcade Zone/26
- **ODCM** travels to AOU Show 2000 to check out Sega Bass Fishing follow-up Marine Fishing, Namco Truck Racing and Aa! Megamisama [Huh? — Ed]

COMINGSOON

Hands-on sneak peeks at the hottest upcoming titles

Grandia 2/50
The Saturn favorite gets even better

Grand Theft Auto 2/53
Bloodless car-jacking—moms love it

Four-Wheel Thunder/56
It's fast, off-road and worth the wait

Fur Fighters/56
T. Bear vs. H. Kitty...draw your weapons

Metropolis Street Racer/60
Pure driving satisfaction

KISS Psycho Circus/61
Gene Simmons, lickety split

Tony Hawk's Pro Skater/68
Makes the PSX version look like crap

ESPN Baseball Tonight/69
Take me home to the ball game

Super Magnetic Neo/72
Sonic, watch your back!

I-Spy Espionage/73
The intelligensia gets theirs

REGULARS

Stuff You Can Rely On: From **ODCM**, The 2-ply tissue of DC gaming!

DCROM/06
Ah, the Disc. Hold it up to your nose and sniff. Now lick it. Jeez, you'll do anything, won't you? Now, carefully wipe it off so it works (you should wipe it off even if you didn't drool on it), and insert it into your Dreamcast. Mmmmmm, DOA2! Yeah, baby!

PROFILE/46
This San Francisco Giants' star was the key to developing DC's new sports title, ESPN Baseball Tonight. **ODCM** tosses a few hard Dreamcast pitches to **Barry Bonds**.

ENDZONE/46
Scope out what's in store for next issue—plus, we give you a chance to win a Dreamcast, a highly-rated (by us) Mad Catz steering wheel, and every Dreamcast car racing game in existence! It's pure turbonium!

Dead or Alive 2/80

Rayman 2/84

NHL2K/88

Resident Evil: Code Veronica/42

SF3: World Impact/92

Metropolis Street Racer/60

TESTZONE

Our Uncompromising Take on the Latest Releases

Code Veronica /76
So good, it's scary.

Wild Metal /79
Sedated plastic, more like

Peripheral: Captain's chair /79
Eyeball-bouncing surround sound

Dead or Alive 2 /80
Now, THAT's what we're talkin' 'bout!

Gundam Side Story 0079 /81
Domo-arigato, Mr Roboto

Peripheral: Concept 4 Wheel /81
Because you can't steer without one

Episode One: Racer /82
It's safe to try, guys! No Jar Jar!

Plasma Sword /83
The other horse in Capcom's barn

Peripheral: Thunder Pak /84
Mmmmmmm, feels good.

Rayman 2 /84
Too cute to live, too good to die

Roadsters /85
Be-deviled speed devils

Peripheral: Dreammaster /85
For maximum control

Giga Wing /86
The seizure-prone need not apply

Peripheral: Mad Catz Wheel /86
Best of the bunch

Carrier /86
A nice after-Veronica snack

NHL 2K /88
Finally, a good fighting game.

Wetrix+ /89
I can't believe it's not Tetris!

Peripheral: NEOGEO-DC link /89
A gamer's universal translator

Street Fighter III: World Impact /92
2D virtuosity, in all the right places

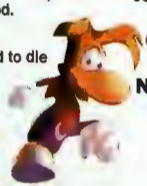
Virtua Striker 2 /93
No riots at this soccer match

Peripheral: Racing Wheel /93
The Thrustmaster. Enough said?

Tee Off Golf /94
It's got balls

Chu Chu Rocket /94
The sequel to Vroom-Vroom Car

New Releases /96
On the shelf, and reviewed next issue.



HOWTO

ODCM holds your hand so you can beat tough games effortlessly

Zombie Death!

You won't find another walkthrough out there that beats our guide to ***Resident Evil: Code Veronica.*** We've played this game over and over—foregoing our love-lives, neglecting to feed our fish, eating too much mediocre pizza, trying not to look in the mirror too often, and wearing our nimble little fingers to the bone—all so YOU don't have to.

Writer Chris Jacubowski has explored every environment inside and out, and Mr. Art Director Dan has turned his brain inside and out to figure out a way to fit ALL the maps, ALL the info, and ALL the glory into the most user-friendly package you've ever seen.

Now, technically, this is a walkthrough of the pre-released version of Resident Evil: Code Veronica. So we have to remind you that there MAY be differences between this version and the one you've got. But probably not. Good luck!

Welcome to Issue #5 of America's **Official Sega Dreamcast Magazine.**

All good things come in tens, it seems. This issue we racked up 10,000 frequent flyer miles jetting back and forth to Japan to bring you exclusive reports on Game Arts' Orc-bendingly good RPG, *Grandia II* (previously MIA). Not only that, but Capcom opened its doors and its *Power Stone 2* secret files to us with a nod and a wink. A couple of future tens in the making?

Ten is also the number of hours Evan has spent (so far) during deadline playing the early version of *Tony Hawk's Pro Skater*, and as if by magic, it is also the number of days Dan has spent ogling the models in the *Sports Illustrated* 3D (DD) swimsuit issue. "I was just looking for some design pointers." Sure, that's why you were wearing the 3D glasses...

Creepy coincidence. But not as creepy as our complete walkthrough and review of another of Capcom's masterpieces, *Resident Evil: Code Veronica*. If there's a scarier game out there, we'd like to know what it is (from a safe vantage point, like behind the sofa).

And it gets even creepier. It's been almost exactly ten months since we signed off on the final pages of **Issue #1**, way back in July, 1999. And as Fatboy Slim would no doubt say (if we paid him a not-so-slim wad of cash), We've come a long way, baby! Over 250,000 of you have fallen under our spell, parting with good cash every month to get the best Dreamcast news, reviews, previews, tips and demos on the planet. Our bosses thank you from the bottom of their stony, corporate hearts. And so do we.

But even creepier than that, in this issue you will stumble across a number of high scores, including two 'perfect' tens. I won't spoil the fun by telling you which ones they are (though they both feature flesh as something of a motif), but I will say this: You now own, without a shadow of a doubt, a console armed with some of the best videogames in the world. And it's getting better all the time. A bit like us, really. Now turn the page and get your money's worth!

Simon Cox, Editor-in-Chief

EVERYONE E For information on this product's rating, please call 1-800-771-3772

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Tackle one act of God after another on **8** *different tracks*

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PlayStation
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GAME BOY COLOR
ROADSTERS
blowing road racing wide open

Welcome to the Disc!

We've got two words for you: Demo Disc. Yep, that's right; securing your own copy of Official Sega Dreamcast Magazine is the only way to get your hands on demos of the hottest Dreamcast games before they hit the shelves (aside from coming over to visit your friends at **ODCM** with a shotgun and a ski-mask, but that's another story altogether). So put away your anatomically correct Ken and Barbie dolls, Buster Brown, 'cause playtime's over. Or it's just beginning, we suppose. Guess it just depends on how you look at it.

And if he's reading, we've got a message for the thieving little bastard who swiped the demo disc from this issue: it's getting replaced with your still-beating heart. Thank you.

Carrier

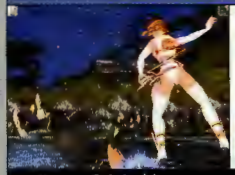
PUBLISHER JALECO RELEASE DATE OUT NOW PLAYERS 1

Nuclear aircraft carriers. High seas. Eco-terrorists. Mysterious life forms. Viruses. Half-human, half-plant monsters. Survival-horror. Weapons. Ammo. Keys. "A world of sheer maritime terror." And you've got five minutes to see as much of it as you can. A solid effort from Jaleco: check out our review.

Stick: Movement
D-Pad: Movement
A Shoot/Action
B Scanner
X Run
Y Map Data
LJ Change Weapon
LD Aim Weapon

Dead or Alive 2

PUBLISHER TECMO RELEASE DATE MARCH PLAYERS 2



The system's most eagerly-awaited fighting game has finally arrived! With graphics and gameplay to put big smiles on our jaded faces. And it's certainly got some of the most dynamic, three-dimensional women we've met in quite some time. One of the must-buy games for Dreamcast: decide for yourself whether it trumps the still-magnificent *Soul Calibur*.

Stick: Movement
D-Pad: Movement
A Parry
B Throw
X Punch
Y Kick
LJ Free Movement
LD N/A

Gundam Side Story

PUBLISHER BANDAI RELEASE DATE OUT NOW PLAYERS 1

Gundam Side Story: 0079 is easily the best videogame incarnation of the series to date. Plays like a sim, and remains faithful to the Gundam universe. With a (Gun-*damn*) terrific sense of scale and atmosphere, some impressive graphics and a ton to do in this demo, you'll be thoroughly entertained.

Stick: Control Torso
D-Pad: Control Legs
A Fire
B Target Lockon
X Change Weapon
Y Sniper Weapon
LJ Jump/Hover
LD Shield

Re-Volt

PUBLISHER ACCLAIM RELEASE DATE OUT NOW PLAYERS 1

Attention, racing fans! If you happened to read our glowing *Re-Volt* review last issue and still haven't gotten behind the wheel, here's your chance to try out Dreamcast's most under-appreciated racing game. You've got a full level to explore, race, and demolish the competition. Tip: Use the digital pad to steer: it's *much* easier...

Stick: Steer Car
D-Pad: Steer Car
A Use Item
B Change View
X Reposition
Y Upright Vehicle
LJ Reverse
LD Accelerate

Slave Zero

PUBLISHER INFOGRAMES RELEASE DATE OUT NOW PLAYERS 1-4

This time it's split-screen multiplayer (come on, smile)! Now you and four of your closest friends can run around and crush stuff (and each other) with your big robots. *Tip:* Be sure to use your mech's strafing ability (B and X) often in order to side-step incoming attacks.

Stick: Look Around
D-Pad: Jump/Stomp
A Move Back
B Strafe Right
X Strafe Left
Y Move Forward
LJ Fire Rocket
LD Fire Primary Weapon

Legacy of Kain: Soul Reaver

PUBLISHER EIDOS RELEASE DATE OUT NOW PLAYERS 1

One of Dreamcast's finest adventure games. As Raziel, players feed upon the souls of their enemies as they seek to destroy Kain, their creator. If it sounds more than a little like *Spawn*, it is. But it's really, really cool. Play the level and see why we gave it an 8 in our last issue!

Stick: Movement
D-Pad: Rotate Cam/Spell
A Jump/Glide/Swim
B Devour Soul
X Attack/Action
Y Impale/Grapple/Throw
LJ Crouch/Crawl

Sega Swirl

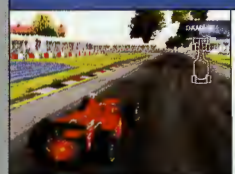
PUBLISHER SEGA RELEASE DATE OUT NOW PLAYERS 1-2

This is the full version of Dreamcast's first *Tetris/Bust-a-Move/Jenga* combination clone. Yeah, that's right—a freebie! Clear the board of swirls by removing batches of connecting, like-colored curlicues: the more swirls you group together, the more points they're worth. Did we mention it's free?

Stick: Move Cursor
D-Pad: Move Cursor
A Select
B Back
X New Level Goals
Y Not Used
LJ Not Used
LD Not Used

F1 World Grand Prix

PUBLISHER SEGA RELEASE DATE OUT NOW PLAYERS 1



Here's your chance to relive moments of Grand Prix glory: and change history! *F1* takes you to actual rounds of the '98 Grand Prix races, for a shot at the championship. The cockpit is 3D with two virtual views, and cars sustain real damage when they crash. Yeah.

Stick: Steer
D-Pad: N/A
A Shift Up
B Rear View
X Shift Down
Y Change View
LJ Brake
LD Accelerate

Having Trouble?

Can't get your GD-ROM to work properly? Sometimes a little cleaning does wonders. Try wiping it gently with a soft, lint-free cloth. If that doesn't work, contact our toll-free customer service line at **1-888-613-7326** and an operator will be happy to assist you. If you *still* can't get the blasted thing to work, they'll ask you to send it in and you'll receive a brand-spanking-new one in return mail, along with a natty letter from the editor.

Bear in mind that our disc isn't intended to work on your personal computer—it'll only run on a Dreamcast. That's the whole point. So don't even try it on one of those 'other' CDROM based videogame systems, either. We mean it. Really.

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"Fun? Yes. Funny? Sure. Obscene? Hell yeah."
-EGM
"will become a long-played title in your game library"
- Game Informer
"If entertainment could be measured, GTA2 would bust the scale"
-Gamespy.com

GTA2

Grand Theft Auto is back.

- Completely open & non-linear game play frees you to carve your own way to the top of the crime underworld. Go anywhere. Steal everything. Jack anyone!
- Intelligent gang system - Earn and maintain the respect of gangs to gain the best jobs. Or, play the gangs off against each other in turf wars.
- Fierce playability: against a backdrop of urban anarchy the game play is more absorbing & involving than ever.

The incredibly fast-paced and fluid game play now matched by Sega's 128-bit system makes GTA2 a must-have for the Sega Dreamcast owner's game library.

Sega Dreamcast.

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Team ODCM

ALTHOUGH UNDERPAID, overworked, and bordering on the psychotic, the ODCM team prides itself on knowing more about Sega Dreamcast than is strictly healthy. Should you have the misfortune to run into them on the street, do not approach them. They are highly trained and may try to sell you a subscription...

SIMON COX
Emperor in Chief

The only man we know who can move (and think) in 14 separate directions at exactly the same time; Simon Le Bon without the jazz shoes (or the last 20 years). With martini. Without a leash. And with no legions of adoring fans (or any, for that matter, so he claims).

DAN FITZPATRICK
Art Director

Is responsible for 60% of the usage of the word "panties," and 100% of the words "$#!t! My stock went up/down *again!*" at ODCM. He ain't your daddy's Art Director. Maybe your Mama's. And he loves his monkey, bless 'im! ("And I love you too Dan!! Oo-oo-oo-A!-A!-A!)

DINA FAYER
Managing Editor

Three-time winner of the Dennis Miller Award for Obscure References, platform-shoe sporting "Ding-ding" lives to weird us out. Give her five minutes alone with Hannibal Lecter, and she'd have him reaching for the panic button/Prozac/Chianti. Like Tigger, she's "the only one."

FRANCESCA REYES
Senior Editor

Is almost entirely responsible for the gaming integrity of ODCM (someone had to do it, plus she has a whole team of pixies to help her. Do what, *exactly*, you ask? Well, um...). Our resident *Resident Evil* expert, *par excellence*: Claire Redfield, humor added.

DAVE CORDON
Associate Art Director

Forget Gonzo journalism (no, not the muppett, idiot!), meet Gonzo design. Though he may bear more than a passing resemblance to Hunter S Thompson *circa* 1971 in this photo, he's really not that insane-looking in real life. Unless he's on deadline.

EVAN SHAMOON
Staff Writer

Is responsible for the other 40% of the word "panties." He is not responsible for *wearing* panties, no matter what you read on the Internet (we've seen the pictures; it only *looks* like him). Besides, he's young and needs the money. Er...

LETTER OF THE MONTH

DC Believer

Okay, listen up. I owned a Sega Genesis in my day—played *NBA Jam* religiously. But I never evolved from Genesis into other videogame consoles thereafter. Pursuing other things, I guess. *[*Da Ladies, Da Ladies"—Ed.]* Then I heard about this Sega Dreamcast thing, and it caught my eye.

"Hm, what's this?" I said to myself when I saw the commercial on television. "Hm, what's this?" I said to myself as I stood before the magazine rack. "A Dreamcast MAGAZINE?" It glowed within its plastic baggie. A shiny GDROM behind the magazine attracted me like a deer in headlights. I drooled.

"Well, is it cheesy?" I thought.

CHEESY!? I must say that your magazine is a work of pure brilliance. It's a combination of *Newsweek*, *MAD Magazine* and—based on the pictures of Lei-Fang in **ODCM** Issue #3—something a bit naughtier. Your magazine has witty commentary, great style, shocking colors (I love the silver), exciting reviews, and is honest and insightful. Every base that makes a good magazine is covered.

So, needless to say, I caved in and bought a Dreamcast. If this magazine was not what it is, I would have never purchased a Dreamcast. Thank you.

Mike *D.*
Via Email

ODCM: Sniff...sniff... We're touched. Always a pleasure to do our readers the service. Welcome to the Dreamcast fold, anyhow. We're like a club. Or a cult (only without the mass-suicides or unexplained fires, obviously). Keep an eye on your mailbox, Mike. There seems to be a rather large FedEx box containing loads of Sega goodies heading in its direction. Warn the neighbors! Shutter the windows! Sound the sirens! Alert the authorities! *[Er... Easy, tiger. Step away from the keyboard.–Ed]*

Not So Crazy

First off, let me preface this letter by saying that I never have written a letter of complaint before. But when I first popped *Crazy Taxi* into my Dreamcast, I was a little upset. I really like driving games, and I've been looking forward to this one ever since I saw the video clip playing at the store I bought my Dreamcast from.

I like the fact that you get four drivers to choose from, but why does the African American character have to be such an obvious stereotype? I can almost deal with the tooth-filled smile, even though everyone else looks cool—but the way he speaks? Come on, it sounds like someone making fun of a black guy, and all of the black people sound the same way in the game. The women sound even worse than the men.

I'm not usually super-sensitive to this kind of stuff if the video game is 'balanced.' By that, I mean if you're going to make a blatant stereotype of a 'home boy,' do the same for all the characters! Make Axel a really stupid kid that talks like a 'surfer dude,' or make Gena an airhead that is more interested in her make-up than the road, and make Gus a greasy Italian guy with a really thick accent and a lot of gold chains.

My first thought when I heard the white woman ask to go to the Yacht Club, and the 'jive-ass sista' ask "Honey, take me to Kentucky Fried Chicken!," was to go back to the store and cuss out the guy that sold the game to me. But it's not his fault, and the game is very addictive, so I compromised—I turned off the voices and I'm sending you and Sega this letter.

Mike T.
Miket@ecko.com

ODCM Thanks so much for the letter, Mike. We agree with you on all counts. Much like movies, TV and other such media outlets, many videogames have been burdened by backward, regressive politics and stereotyping. Frankly, we were disgusted by some of the stuff we saw in *Crazy Taxi*, and we're glad to hear that we're not alone. While the over-the-top, universally-exaggerated stereotyping in certain games has been cleverly done and clearly tongue-in-cheek (*Ready2Rumble* comes to mind), *Crazy Taxi* seems to have no excuse for its ridiculous representation of African American characters. Write to Sega and any other company that offends you in this way—we firmly believe that this industry needs a swift slap in the face to bring its narrow-minded politics out of the Stone Age.

Shen-ME-ME-ME!

Your mag whoops some serious booty, so I only have a few questions. Okay: *Shenmue*. You want it, I want it. In English. People are importing this game all over the place and I'm constantly told that I should too. Problem is, I don't have a Japanese DC. Will there be a demo released in the states similar to the "What is *Shenmue*" disc? Maybe you could put a video clip showing the game in action on a future demo disc? That would be so cool.

And what happened to **Team Battle**? I thought it was a good idea. You should resurrect it, but make into a kind of home video thing and put it on your demo disc. That way, it would help us, the readers, better understand that you guys are gamers (not to mention human beings), too. But that's what I like about your mag. That I get this feeling that I'm reading something by gamers, not by idiots who are hired to write an official mag. I've written to several other mags and I've never been printed, so it'd be really sweet if this letter was. Then my two seconds of fame would be fulfilled, and I could die a happy, grizzled old man.

Still clutching his copy of *Shenmue*...

Matt Cullinane
Via email

ODCM Mmmm, *Shenmue*... You're right Matt, it's going to be awhile before this one arrives in the US—there's an astonishing amount of localization to be done. And our demo could be many months away.
So while we know it's difficult, our honest recommendation would be to wait (and read our *Shenmue* feature, starting on page 42 of this issue).
As for **Team Battle**—well, it died a quick death. We just didn't have room for it. But your idea for a **Team Battle**

www.DailyRadar.com

home video is cool—we will indeed be putting stuff on the disc and on our shiny new website... www.dreamcastmagazine.com

Fantastic Four

I think Dreamcast is really great, but there are some things that could be better. I would like to know if there is a chance of any of the following happening:
1. A *Rival Schools* game.
2. A high capacity VMU, with screen and buttons.
3. The price coming down a little.
4. A game that lets you build a fighter from scratch, like *Monster Rancher* for the PlayStation.

Jalal Williams
via email

ODCM Here you go, Jalal...
1 Capcom recently announced *Private Justice Academy 2 (Rival Schools: United by Fate 2)* for arcade, with the obligatory DC port following close behind (no firm date, yet, though).
2 Sega should have a high-capacity VMU by summer 2000, maybe even one big enough to hold MP3's... but it should have both screen and buttons. We think.
3 Not for a while. It's selling rather too well for that!
4 UFO is planning to bring over the mysterious, but probably similar, *Monster Breeder* to the US sometime this spring/summer. Keep your eyes peeled for info on game in our next issue.

Still Adapting

You guys make a great magazine and I think it's the coolest thing that you guys include a GDROM with every issue. *[Aw shucks—Ed.]* Anyway, now for the question: I recently bought a Madness Gameware DC-VGA Adapter (a third party VGA box). It's awesome and all, but my copy of *WWF Attitude* (it's pretty fun when you get used to it) doesn't work. I've found tricks on the Internet, but none of them have worked for me. Could you guys recommend a method of making non-supported games work with the Madness Gameware DC-VGA Adapter?

CrowTServo@aol.com

ODCM You might have tried this already, but: Set up your Dreamcast to play on your monitor, and leave the VGA box slightly unplugged. Turn on the system, and after you hear the machine's first boot (or your VMU's opening beep), plug in the VGA box. It takes near-perfect timing, so if you fail at first—just try, try again. Or beat the living crap out of your Dreamcast. (Actually, for legal reasons, don't. Please.)

THE PROOF IS OUT THERE

Readers may remember Kurt Best's claim of a *Panzer Dragoon Saga* tattoo from ODCM Issue #1. Well, he *does* have one and he's sent us the photo to prove it.

"Okay: *Shenmue*. You want it. I want it. In English. People are importing this game all over the place, and I'm constantly told that I should, too..."

SHENMUE *p.42*

Scratch 'n Sniff

The content is friggin awesome. Color everywhere, awesome oversized design. BUT NONE OF THAT MATTERS!!!!!!! The paper that you print your mag on smells GREAT!!! Number one in my book. Before, I thought that the hardcovers of the new *NextGens* smelled good. But it ain't nothin' compared to your paper!!! GO **ODCM**!!!

Gideon2002@aol.com

ODCM Oh-um-okay. Thanks. Um—we think so, too. If we could bring you a whole scratch 'n sniff issue, we would. But we won't. We don't think.

Official or Not?

I'm a faithful reader since I saw your premier issue in one of the local stores near my house. I'm so faithful that I read every issue front to back, and I have a question regarding Timothy's (rpterry@email.msn.com) letter in **ODCM Issue #4** and your response. He asked, "Where are the downloads, interviews, and gossip on the GDROMs that you promised your readers?" I mean, I admit that your magazine is awesome, but seriously—the GDROMs need work. You stated in your response that "Sega handles all the materials and production of the disc that accompanies this magazine." Yet in your **Premier Issue**, right when you open the cover to Simon Cox, Editor-in-Chief and Sonic the Hedgehog, you claim that "Sega has absolutely no say in the content of this magazine." Which is the true statement?

Matthew
Godstrust@aol.com

ODCM Well, Matthew, they're actually both true. The 'Official' tag on our logo means that every issue released will come packaged with a GDROM provided by (and created by) Sega. Which means that THEY get to choose everything that goes on it. BUT the actual content within the magazine is written and produced solely by us, the editors (as employed by Imagine Media, Inc.), with absolutely no interference or influence from the big 'S.' Believe us, we're also still working to gain more control over what is put on the disc. And that's official.

MISSIVE MISSION

Got a pen? Got some paper? Got a Dreamcast? Then get scribbling (or typing) and let your voice be heard. Want to know more about a certain game? Need to know where to get a Hello Kitty Dreamcast? Want to ask Simon out on a hot *Chu Chu Rocket* date? (We all do.) Ship your questions to: **ODCM c/o Imagine Media, 150 North Hill Dr., Brisbane, CA 94005.** Or even better, type your way into the print limelight at: dcmag@imaginemedia.com.

DC DIRECT

No, we didn't know Wonderbra did shades, either...

Jet Ready, Jet Set, Go!

Sega's uber-cool inline skatin', spray paintin' racer

Initially shown at the Fall Tokyo Game Show in Japan, Sega's Jet Set Radio has had us all anxious to learn more about it—especially since Sega released a grand total of no information at the show regarding the cartoon-esque title's gameplay or genre. But as it is finally nearing its release date in Japan (debut is tentatively set for Spring/Summer), Sega has included a rolling demo of the game on a GDROM mailed out to members of an exclusive Dreamcast fanclub. And we were able to get our hands on a copy in order to get a firsthand preview of what's sure to be one of the hippest, wackiest titles to hit DC since—well—never (barring Roommania #203, according to Francesca).

Set in a futuristic Neo Tokyo, Jet Set Radio takes a page from games like Tony Hawk's ProSkater and Crazy Taxi, with characters inline-skating through 3D environments while collecting power-ups (in the form of spray paint cans) and pulling off tricks (rail sliding and somersaults). Which brings us to the big question: what's the point of the game? While Sega remains typically tightlipped about the details, the act of 'tagging' (spraypainting names and murals on walls, graffiti-style) seems to lie at the heart of the game's action. How this works out in practice is still unclear, but given the futuristic hip-hop feel of the game (complete with techno-fueled, turntable-ized tunes), tagging would be a perfect fit.

Another element of the game revealed in the demo is the pursuit feature. Players will be outrunning the cops at every turn. And with these courses, it won't be easy.

Add in fully interactive environments and an off-the-charts style factor, and Jet Set Radio, all by itself, is proof of a bright future for Dreamcast. Check back for details.

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FYI NEWS FEED

PUBLIC ACCLAIM Acclaim's lineup includes DC titles *NFL QBC 2001*, *South Park Rally* (license-happy Kart racer), *Bust-A-Move 4* (Taito's puzzler), and *Jeremy McGrath Supercross 2000* (motorbike racer). All titles are scheduled to be released between June and August (Q3), and the full roster has yet to be revealed. *Turok* 3, anyone?

CRAVING SPACE Crave adds *Star Lancer*, a shooter developed by Digital Anvil, to its 2000 lineup. Multiplayer capabilities for up to eight players, plus intergalactic intrigue-oriented plot. DC release slated for Q3.

3D DD VIP UbiSoft will render *VIP* star Pamela Anderson Lee in 3D, polygonal glory for a set of action/adventure games based on her TV series. More info expected at E3.

LEAP FROG? Is it possible that Hasbro is planning a DC sequel to its runaway 3D update of *Frogger*? We have yet to see the frog legs jumping in the pan, but it seems possible. Hasbro declines to confirm the game's DC fate, but they have a great track record with the system, so stay tuned.

GO FOR GOLD Konami will release sports game *Do Your Best—Japan Olympics 2000*, in Japan this summer. No news on US release as yet.

ANOTHER ARMADA Metro 3D is working on the sequel to RPG *Armada*, and plan on releasing before the end of the 2000.

HOW GOOD? Sega VP of Marketing let slip Sega's plans to unveil a cable modem for the US DC this summer. Yep, we said it first. Oh, wa're so good.

www.DailyRadar.com

VIRTUAL REALITY

Activision signs on to publish Sega's hit *Virtual On* in the US

As hinted in FYI last issue, Sega's decision to pass on publishing the spectacular *Virtual On: Oratorio Tangram* in the US didn't necessarily mean that the game wouldn't make it across the ocean. Instead, after wooing a variety of third party publishers, the mech stomper has finally found a home with Activision.

The big question now is whether or not Activision also plans to push for a US release of the (absolutely vital) Arcade Twin Sticks, or to include Internet-ready code in the domestic release of *VO:OT*. Without the Arcade Twin Sticks, gamers may (and should) be wary of purchasing the title, unless Activision decides to adjust the controller configurations to better suit Dreamcast controllers. The company's track record for improving Japanese titles in preparation for their US release has already been proven, with a string of successful PlayStation titles (*Tenchu, Alundra 2*) and Climax Graphics' *Blue Stinger* to their credit. So all hope is not lost. *Virtual On: Oratorio Tangram* is tentatively slated for a Spring release, and we'll keep you posted on any changes as the title nears completion.

In other Activision news, DC owners will be happy to know that a sequel to the much-anticipated skating game, *Tony Hawk's ProSkater* (brought to DC by Crave), is already under development at Neversoft, the team who crafted the original. With the title still showing strong sales numbers on PlayStation and excitement mounting for Crave's DC version, Activision is slating *Tony Hawk's ProSkater 2*'s release for sometime later this year. Sweet.

"Yeah, I know Britney Spears. Amazing polygons, horrible AI."

MOROLIEN Television

OOH-LA-LA! It's MTV! In a campaign to popularize its hit game (*Space Channel 5*) and lovely lady Ulala, Sega and MTV are talking over Ulala's new career as an MTV Veejay. And no craptacular live-action stand-ins for this vixen—Sega has approached Super Mega (media veterans who did CG work on *Square's Final Fantasy* movie) to bring their girl to fully-rendered glory.

DREAM ON GAMES WE WISH WERE ON DC

YS SERIES FALCOM 1991 (YS III)

Falcom's beloved Ys series emerged in the US courtesy of NEC's rather ill-supported Turbografx-16 and Turbo Duo (*Ys I, II, and III*), but managed to establish an enduring fanbase. Every "book" saw incarnations of the same characters in a struggle to save the land and win the heart of the heroine. Will we finally see a DC chapter in the series?

Say Cheese

Sega's SEXY new hardware

SPEAKING OF HARDWARE, Sega will also be unleashing their digital camera for Dreamcast next month. To be released this spring, the camera will allow users to snap still images and transmit them to friends and family over the Dreamcast Network. Voice communications are also planned through the Dreamcast's microphone peripheral and Internet connection. Used together, the two periphs will enable basic videoconferencing over the Dreamcast, along with potential in-game usage...

And how about this? Sega and Swatch have put their heads together and come up with a watch that does a whole lot more than just tell time. While users can't surf the web directly with their watches, they'll be able to download vital information (like movie times) and conduct crucial business (like working out the logistics of getting concert tickets) via the Dreamcast Network. Information from the watch can then be uploaded to any Dreamcast console—including the ones about to be installed at various movie theaters and other venues. Users will thus be able to purchase their tickets from home, download the information to the watch, and simply plug the watch into the on-site consoles to receive their tickets—pretty cool.

The Visual Memory plug-in module will also enable the Dreamcast to display the Swatch time onscreen at any time. Japan's DC web browser, Dream Passport 3, will include full support for the system, alowing owners to see the Swatch time 'beat' in each of the Dream Passport 3 applications. Dubbed *Swatch Access*, the watch is based on an earlier model that's being used right now to issue ski passes (in 500 ski resorts in 30 countries) and to facilitate access to museums and modes of public transit. It's slated for a worldwide release sometime between April and May for 15,000-20,000 yen (or $130-$180). We want one *now*.

Black and White is a full-scale god-simulation. Players rule over a 3D landscape inhabited by various tribes who, through their worship, endow the player with magical powers. How the player enforces said worship is matter of personal choice—wrathful and sympathetic deities are both able to retain control of their worlds with the right finesse. These tactics determine the player's physical form: It's the mental projection of your digital self, and Pikachu's worst nightmare.

In God's Country

Black &White in Dreamcast colors! Peter Molyneux tells us how it happened

Few figures in the gaming industry command more respect than Peter Molyneux. Always pushing the frontier of PC gaming, Molyneux's highly-acclaimed titles speak for themselves—and quite eloquently, we might add. From Populous to Syndicate to Theme Park to Dungeon Keeper, his resume reads like a textbook of progressive computer gaming. And now, there's Black and White. Mr. Molyneux's latest, greatest, earth-shaking-est title ever is coming to Dreamcast.

And shake the earth it will.

We were able to catch up with the man behind the good behind the god for a few minutes, and here's what he told us.

"Excuse me, but I think you're perked in my spot."

Q What made you decide to do *Black and White* for Dreamcast?

A The great thing about the Dreamcast is that it has so much more mass market potential than the PC—also it has a very similar architecture to the PC. The original concept for Black & White was actually inspired by consoles, so it was fairly natural decision to make.

Q Who's developing it?

A Lionhead is very involved in the design of the game, but the actual conversion is being done by Krisalis Software. I've worked with them on a number of conversions (including Theme Park and Magic Carpet), and we're confident that the conversion is in very safe hands.

Q What differences can we expect between PC and DC versions?

A The major challenge for the Dreamcast version is the amount of memory available—usually the biggest headache is the interface, but as the control mechanism for Black & White was inspired by the joypad, this does not present any problems at all. The memory restraints will mean that some of the graphical detail of the PC version will be lost, but we hope to compensate for this with loads of spot effects—so really, very few.

Q How many players will play simultaneously online?

A There will be two multiplayer versions . 'The Gathering' is a chat program for your creature to meet, chat, fight, train and play with other players' creatures, and we expect up to 32 to participate. 'Black & White World' is an online version where up to four players will be able to compete.

Q How do you see the VMU being integrated into the game?

A You'll be able put your creature on the VMU and take it to your friends house for a massive fight with his creature.

Q What's the thing that makes you go 'Just LOOK at that!!'

A There's the world which looks 100 times better than I ever dared hope, there's the arcade-y magic system, and there's the story unfolding in a unique world: which means that the story is unique for every player, every time.

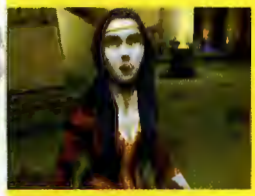
We're counting our chickens for a Christmas release. HI, Santa.

FYI NEWS FEED

WACK THIS Wacky Races of cartoon series fame will release Q2 by Infogrames. While we haven't had a hands-on test of the game, this could be a sleeper hit. Look for full coverage in the next issue.

XTREME POSSIBILITY Net rumors indicate that Tokyo Xtreme Racer 2 is being developed by Genki. While Crave (the US publisher of the original) denies the game's existence, Japanese gaming pubs are claiming the opposite. Cross your fingers.

EIGHT IS ENOUGH Eidos plans to further beef up its DC support by releasing Crystal Dynamics' upcoming sequel to Soul Reaver sometime before the end of the year. The company has also revealed its intention to bring somewhere in the neighborhood of eight titles to DC over the coming months before 2001. Excellent.



GET A NIBBLE? Nihilistic, the developer of the PC action RPG, Vampire: The Masquerade–Redemption, is looking to bring its game to DC. Publisher is unknown, but the PC version will be released this winter. More DC news when it happens.

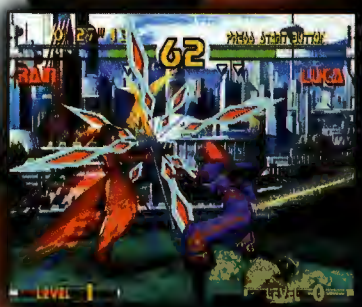
ALIEN PROBE Red Storm Entertainment wants to develop the cartoon series Roswell Conspiracies: Aliens, Myths & Legends for Dreamcast, with permission granted all around. We're expecting they'll be out and about by year's end.

THE X FILE A sequel to Maken X? Dare we all begin to hope? While the company has yet to announce a decision regarding the possibilities of further installments to this series, look for the US version of segment one to release in coming months.

CAPCOM EDGE

Slice. Dice. Chop. Skewer. All With One Amazing Tool!

In a war torn future, a new legion of agile warriors forms to unlock the new mysteries of Plasma Power and defeat the maniacal Dr. Bilstein and his army of terrorists. Enter Plasma Sword, the sequel to Capcom's critically acclaimed Star Gladiator. This futuristic 3-D fighter stars 22 surreal fighters with awe-inspiring moves, mind-bending combos and lightning fast gameplay. Plasma Sword – the all-in-one appliance that's a little slice of Heaven!



T TEEN ESRB Animated Violence

CAPCOM
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Sega Dreamcast

NOW IT'S ON THE NET
UNLEASHING THE ULTIMATE HORROR:
YOUR FELLOW AMERICANS.

Point of Origin: Eugene, Oregon

Screen Name: Cap'nCarnage

"I stuck a cat in your rocket, you backass Tuscaloosa cracker. He's in there chewing your mice. But you probably eat mice yourself when you run out of possum, you monster truck-loving, buck-toothed hillbilly. And you other two mentally challenged dopes: hang up. I won."

Player-/[0.01] | Time Remaining: 00:00:00 | Total Mice On Board: 779

ChuChu Rocket!

Point of Origin: Golden Palms Rest Community. Tempe Arizona

Screen Name: Peaches

"I'm nude."

Player-/[0.02] | Time Remaining: 00:00:00 | Total Mice On Board: 329

01

02

03

04

Point of Origin: Pittenweem, Vermont

Screen Name: JuliusSqueezer

"Cap'nCarnage? What are you captain of? The Oregon Survivalist Granola Militia? Maybe you should stop macking pine trees and focus on the cat in your blue rocket—oh, holy crap, I'm the blue rocket."

Player-/[0.03] Time Remaining: 00:00:00 Total Mice On Board: 91+1 cat

Point of Origin: Tuscaloosa, Alabama

Screen Name: WhiteLightning

"Shut up, Cap'nCarnage, you don't know bull-diddly doo. I don't love monster trucks I am not dumb. I had to go to the crapper is how the cat get in. I am smart. I went to State. For too years. So you can just kiss my chu chu."

Player-/[0.04] Time Remaining: 00:00:00 Total Mice On Board: 0+1cat

-/[0.01] mk-50000

ChuChu Rocket

For the first time ever Team Sonic presents your chance to go online and face wacko opponents from all across this great nation. Lead stampeding rodents into your rocket in a race against time while you sick vicious kitties on rival ships through more than 75 massive levels and five different modes.

EVERYONE E ESRB

SEPARATED AT BIRTH

STEVEN SEGAL VS. SAN (OF STREET FIGHTER FAME)

CV's Steve Burnside's likeness to Leo DiCaprio might have seemed like the obvious choice for this month's column, but we here at **ODCM** pride ourselves on our ability to look *beyond* the obvious (just read between the titty-jokes, dammit!). We think you'll find the resemblance between these two dweebs to be quite uncanny, actually. Note their crossed eyes.

SONIC FOR TWO?

With E3 around the corner, the rumors surrounding *Sonic Adventure 2* heat up

The sequel to Sonic Adventure has been grist for the rumor mill for some time, and as this year's big conventions loom (Spring TGS in March, E3 in May), **ODCM**'s secret sources have been letting the blue fur fly, so to speak. While Sega have yet to confirm any of our suspicions regarding the title, it's highly possible that the game will make its first official appearance after E3.

So, what have we heard? Point of interest #1: Multiplayer capabilities. The pseudo "Tails as a second player" mode in the original just won't cut it. For the sequel, more than two players may be able to control separate characters during the game. Point of interest #2: US development. Part of Sonic Team has supposedly been working out of SOA's offices for over a year now, but we're not sure if Naka would allow the game to progress so far away from home. Will this year's E3 show reveal all? A full report next issue!

Sonic. You know you want him.

HOT LIST

We're looking forward to...

1. Phantasy Star Online
2. Tony Hawk's Pro Skater
3. Jet Set Radio
4. Black & White
5. Power Stone 2

You're looking forward to...

1. Shenmue (US)
2. Tony Hawk's Pro Skater
3. Phantasy Star Online
4. Castlevania: Resurrection
5. Eternal Arcadia

You're dreaming of...

1. Dragonball Z GT / Shining Force III (tie)
2. Shining Force IV/Compilation
3. Panzer Dragoon Saga 2
4. Toe Jam & Earl 2
5. Streets of Rage 4

Got a game you're dreaming about for DC? Send your submissions to: hotlist@dreamcastmagazine.com and let them be heard.

NPD TOP 10 CHART

1.	Crazy Taxi	Sega
2.	NHL 2K	Sega
3.	Legacy of Kain: Soul Reaver	Eidos
4.	Zombie Revenge	Sega
5.	NFL 2K	Sega
6.	NBA 2K	Sega
7.	Sonic Adventure	Sega
8.	Sega Bass Fishing	Sega
9.	Soul Calibur	Namco
10.	WWF Attitude	Acclaim

TOP 10 BEST SELLING DREAMCAST TITLES FEBRUARY 2000

DOOGIE BROWSER, M.D.

WE RECENTLY SPOKE with the folks at Planet Web (of Dreamcast browser fame) to get the dirt on their next upgrade. Turns out that the next version—2.0—will be introduced at E3 this May, and it will support more new 'features' than Lara Croft's vinyl tank-top. Here's the grocery list: **MP3** Users will have the ability to listen to MP3 audio files— including stereo MP3s—which will eventually be stored on removable storage devices. **Flash 3.0** Musical tracks, sound effects, animations, innovative interfaces, and everything else will flash on your Dreamcast. **PNG** Browser will support viewing of PNG advanced graphics features, such as alpha-blending, built-in gamma and color correction and tight compression. **JavaScript Upgrades** Will enable viewing of additional JavaScript content, and will allow developers to create programs with higher levels of interactivity and script content control. **Visual Memory Unit (VMU)** Developers will now be able to create code in Web sites that can display supplemental text or graphics directly on the VMU's screen. **Force Feedback** Users will be able to feel bumps, collisions and crashes that correspond with Web content. Uhh...right. Oh, and a little birdie told us that Java support should be on its way soon thereafter...

FYI NEWS FEED

DRILL ME, BABY! The big N's arcade-style puzzler, Mr. Driller is coming to DC? Under development by Namco Hometek (US), the game features Tetris Plus-type play. Color us cynical, but...you know rumors.

LOOPY Yet again, Crave makes an appearance in this issue's FYI with an announcement that the company will be bringing home a DC version of the PC racer, Killer Loop. Filled to bursting with dizzying tracks and even DC-exclusive tidbits, Killer Loop will be renamed MagForce Racing when it hits the US later this year.

PASS THE SALSA Yuji Naka has personally confirmed a DC port of Samba de Amigo, Sonic Team's wackalicious music game for Japan. Unpack those maracas.

TO DIE FOR Crave has increased its DC lineup to include a title based on the Ultimate Fighting Championships with–well, Ultimate Fighting Championship (UFC to those in the know). Fully licensed and realistic, don't expect this Q3 release to be a title for the kiddies.

BEAT THE WORLD UbiSoft has teamed up with F1 powerhouse, Video System, for a brand new F1 racer entitled Formula 1 World Championship to be released in Europe this September. More news as we learn it.

OH, BEHAVE! Yeah, baby! Austin Powers is set to invade home systems everywhere, says a license delivered by none other than Rockstar Games (Wild Metal, GTA2). It's sure to be shagadelic.

UPWARD SPIRAL Spiral House, developers behind soon-to-be-released Silver from Infogrames, may be looking for a DC programmer for an unnamed 3D adventure title. Huh? We're on it.

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Sega Dreamcast

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Sega's self-proclaimed *Gran Turismo*-killer has finally hit the ground running.

Homologation Nation

Sega's *GT* has finally taken the pole position, and **ODCM** gets behind the wheel...

Sega's *Gran Turismo*-killer has arrived, and has immediately become the best racing game available on the console—and the most avidly desired one, as well. Shooting to the top of sales charts, *Sega GT* peeled out of Japanese stores faster than a souped-up Mitsubishi GTO...but not before we were able to get our grubby little hands on a copy.

Probably the best thing about the game is the handling of the cars. While they do take a bit of getting used to, the analog controls have excellent range and allow an extremely impressive level of precision in acceleration, braking and steering. In terms of realism, these are—hands-down—the best racing controls we've ever had the pleasure of using.

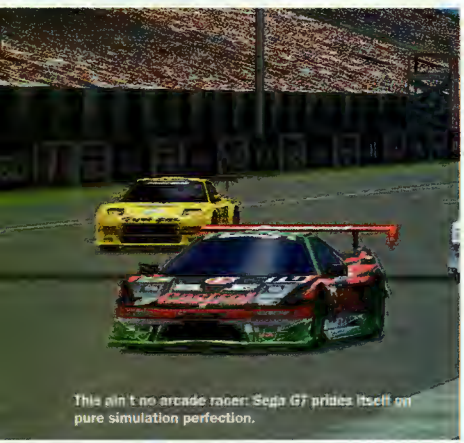
The cars are drawn from a pool of Japanese street vehicles, and Sega has modeled their behavior from more than 100 different cars (from nine Japanese manufacturers), along with a group of special racing cars. The US version may feature American cars as well, although Sega of America has yet (surprise!) to comment on the matter.

There are twelve courses available in the game, including standard desert, snow, and mountain varieties—and they're fantastic. While some courses certainly look better than others, they all have a very polished, realistic appearance and are head-and-shoulders above those seen in other 'real life' racing games. Transparent glass, lighting effects, animation and framerates are all wonderfully presented.

The worst part of the game is its name. *Homologation Special* sounds like something you might do in the dark and not talk about.

As a a good simulation should be, *Sega GT* is teeming with race and management options—from the number of tournaments you can win to the engine and drive train tweak potential, *Sega GT* has serious long-term play value. A VMU game is also included (the ill-named *Homo Pocket*), which allows players to take their cars on the road and tweak away.

With a US release planned soon, you may now, with our permission, begin coveting this racing gem. And its um—pocket.



This ain't no arcade racer: *Sega GT* prides itself on pure simulation perfection.

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FYI NEWS FEED

POO-CHI, COME HOME! Sega Toys has recently taken up the fight against Sony's uber-pricey robot dog, Aibo (which retails for approximately $2500), with its own more affordable canine, Poo-Chi. While the name is actually an acronym for P (Partner), 00 (2000), C (Communication), H (Heartful), I (Interactive), it will respond to its owner's treatment—or mistreatment. Retailing for approximately ¥2980 in Japan, the line of multi-colored robo-dogs is being brought Stateside by Tiger Toys in May for the asking price of $30.

IN FAVOR Anchor, the Japanese developer responsible for Sega products such as Fighting Viper 2 and Toy Fighter , has officially signed on as a developer for Dreamcast. No titles or projects have been announced just yet.

WARP SPEED The Japanese gaming pub *Dreamcast Magazine* has revealed that two new games might be released sometime next year by *D2* creators, Warp: *3, 000, 000* RPG and *FOG Music Box*. And it's been rumored that there is yet another unnamed title in development by the company for relase this year. More news as it breaks.

STUNG AGAIN? Climax Graphics, the company behind Activision's *Blue Stinger*, is at work on another survival-horror type adventure. Will we see the return of Eliot and Dogs? Don't count on it, but we're not sure. Check back next issue.

LOOSE *KANNON* NEC Interchannel (*I-Spy, Monster Breeder*) has announced that it will be bringing the first Adults Only game to Dreamcast in the form of *Kannon*, a former PC title with some rather naughty bits. Though aforementioned bits will be toned down for DC, *Kannon* is avidly awaited in Japan (release is slated for this year).

Multiplayer clay court action: *Virtua Tennis* for DC is coming.

Raising a Racket

Sega hits the courts again, for a little one-on-one *Virtua Tennis*

Capitalizing on the current arcade-to-Dreamcast conversion trend, the next culprit in DC's 2000 lineup is none other than Sega's AM3-developed *Virtua Tennis*. Filled to the brim with flawless motion-captured players and licensed appearances from actual pro-tennis players, the DC version of *Virtua Tennis* promises real treats for fans of the sport.

One aspect of the DC version that will be a drastic change from the arcade is the number of players who're allowed to share the court simultaneously. In order to appease arcade fans, producer Mie Kumagai (*Lost World, Winter Heat*) and director Tatsukawa Katsumoto (who served as the guinea pig for the game's facial expressions during motion capture sessions!) have ensured that up to four racketeers will be able to compete in doubles games, on a single screen. *Virtua Tennis* for DC will also incorporate new mini-games, including an RPG-type quest/story mode.

In addition, fans will also notice that the 60fps DC version includes new, original characters on top of the eight initially playable tennis pros (Aussie Marc Phillopoussis and Brit Tim Henning among them). "We made a tremendous effort to make the DC version very special," claims Ms. Kumugai. And this effort includes VMU compatibility, as well as planned Jump Pack support in order to enhance 'super shot' strokes and maybe even the player's heartbeat during tense in-game moments on the court.

With several thousand units in arcades already, the DC version is highly anticipated in Japan. Mr. Katsumoto states, "Everybody has told us that [*Virtua Tennis DC*] is far superior to the Naomi version." We'll have to wait and see once the game arrives in Japan this summer. And we have a sneaking suspicion that the US won't have to wait too long to see a version of its own.

SEGA GT | SEGA | SEGA
Still waiting for that singular rush that can only be satisfied with a racing sim? Look no further than Sega's own *Sega GT* (full story on pg. 20). It seems like gamers in Japan were waiting to scratch the sim itch, as well: *Sega GT* toppled *Code Veronica* for the top spot on the DC sales charts over there.

Top 10 Best-Selling DC Games in Japan

SOURCE: *WEEKLY DREAMCAST MAGAZINE* (MAR. 10)

1	Sega GT (Sega)
2	Bio Hazard Code Veronica (Capcom)
3	Pop 'n Music 3 Append Disc (Konami)
4	Crazy Taxi (Sega)
5	Seaman (Vivarium)
6	Roommania #203 (Sega)
7	Shenmue (Sega)
8	Virtua Striker2 Ver 2000.1(Sega)
9	NFL 2K (Sega)
10	Ready 2 Rumble Boxing (Sega)

IMPORT OF THE MONTH

ROOMMANIA #203 | SEGA | SEGA

Not for the Kanji-shy, Sega's oddball god-sim *Roommania #203* lets players run amok as an entity confined to a small Tokyo apartment with a university student, Neji. Rearrange his furniture, read his email, and cause general chaos in order to shape his unassuming life or to control his moods. Cool, strange, and very, very, niche.

KING ME

SNK bounces back with 2D title, *King of Fighters '99*

AFTER A YEAR of dwindling finances, SNK (Japan) has been bought out by Japanese pachinko maker, Aruze. The company was split in February into an arcade division, named Seta, and the console department, SNK.

So, what does this mean for SNK's 2D fightin' franchise, *King of Fighters*? Not much. The company has released a DC port of its former arcade/NEO GEO beat 'em up, *King of Fighters '99 Evolution*.

Fans of the original will discover that there are a few changes to be found in the DC conversion, including new modes (Survival Mode, Time Attack, and Endless Mode) and modem capability for fighting across the net.

Gameplay-wise, *KOF '99* remains true to the series' roots, with players fighting in teams of four. *KOF Evolution* introduces an Extra Striker character—and while the way in which this new element can be used is still a mystery, we know that he or she can be selected from a pool that includes Athena, Billy Kane, and Kusanagi Kyo.

2D fighting fans will have their hands full with *KOF '99 Evolution*. And it's available for import as we speak...

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Pixie Power

It's about time for *Time Stalkers*, Sega's DC RPG

While the game received only a marginal response from critics in its native land, it's difficult to believe that *Time Stalkers* won't be an avidly welcome change from the flood of racing and fighting titles on the US DC. And with a previewable version of the game mooching around our offices at deadline, we were able to give it a good spin to discover the method behind Climax Graphics' RPG madness.

Centering around a rather cocky warrior-type appropriately named Sword (Freud would have a field day), *Time Stalkers* aspires to be more of an an *Evolution*-esque dungeon crawler than a traditionally-skewed quest. But this doesn't mean that *TS* doesn't have a viable storyline. After traipsing into a dungeon, Sword is somehow transported to a magical world in which a dark force is recklessly transforming the land. The result is a series of floating, connecting islands containing all sorts of time periods and cultures—you'll find futuristic scientists sharing a land mass with cave men. And it's up to Sword to figure out how to return everything back to normal (or what passes for such).

The gameplay focuses mainly on battling, which Sword and friends will do quite a bit of. Each "land" has its own dungeon, replete with randomly generated layouts, items and enemies. But the catch is that you'll enter each maze alone (only one human character per party, please!) and at Level 1. This means that you'll be leveling while you're in the dungeon, and once you exit, it's back to the beginning with you.

Though a little unorthodox in terms of what most RPG fans are looking for, *Time Stalkers* offers quite a few perks. The capacity to master weapons and skills through a points system, plus some very engrossing VMU mini-games (offered for tokens in the town) lend the game a unique appeal. You'll also be able to capture monsters at a certain point in the game, to use them to fight for you in battle. So while *Time Stalkers* may not sound like *exactly* what the doctor ordered, at least in terms of traditional gameplay, it holds promise. We'll have a full report in **TestZone, Issue #6.**

FYI NEWS FEED

BIMONTHLY RPG Oh, happy day! Capcom has officially announced that they will be bringing to life a bimonthly RPG for Dreamcasts in Japan. Rumored back in the day to be a project for the Saturn, the series will begin spawning installments every other month later this year. Expect a full report next issue, as Capcom will be filling in the details at the Spring TGS.

SAKURA TAISEN The DC version of Red Co.'s legendary strategy-RPG-sim *Sakura Taisen* is headed to Japan in late May, with a slew of new features to accompany its

leap from Saturn. It's been confirmed that all three of the Sakura titles to be released on DC will be somehow linked via VMU saves. Thus, it's possible that outcomes in, say, *Sakura I* may affect your success in *Sakura III* if you keep your saved games. It's also official that each installation will come packaged with a special *ornake* disc for fans, packed with goodies such as character art.

ONLINE RPG! Hudsonsoft has finally unveiled its massive online RPG, *Rune Jade*. Using the DC and its keyboard (for chat purposes), the adventure will most closely mimic *Diablo*, with

various classes of characters available to join up in parties. The game will be playable both offline (single-player) and online, but more areas and dungeons will be available online. It's slated for Q2 release.

ANOTHER MERMAID? NEC Interchannel has announced a "horror/adventure RPG" named *Mermaid's Brand*. and we have a sneaking suspicion that it might just have strong ties to the Rumiko Takahashi (*Urusei Yatsura, Ranma 1/2*) anime series that shares a similar name (*Mermaid's Scar* in the US). We're searching for answers. Stay tuned.

It's the year of the dragon for Falcom—Sorcerian is set to breathe fire and life into Japan's RPG scene.

Swords 'n Sorcerian

Ys developer Falcom makes magic for Dreamcast, with *Sorcerian*

When Falcom, the developer for the *Ys* series announced that it had signed on with Dreamcast, fans everywhere hoped for a console appearance of *Ys IV*. Instead, the first offering turned out to be the rather popular *Sorcerian*. And no one is complaining.

From a series that first appeared back in 1988 on NEC's PC-88 series in Japan, *Sorcerian* may look like a typical 3D console RPG, but its looks belie its exceptionally complex gameplay. Your adventure will actually span more than one hero's lifespan, stretching across decades of one town's development within the game. Players guide a chosen character through a tough series of training schools (magic, fighting, etc.) in order to to build up skills and befriend allies who will join the party. You'll even need to learn how to manage your character's money in order to fund schooling, by taking up jobs or selling precious items found in dungeons. In fact, if you're too slow in your training and stat-building, the game's real-time engine will actually age your character so that it'll be too old to finish quests or to fight—leaving the next generation of heroes to pick up where the last ones left off. Which we think is *Tres* cool, indeed.

Tough and challenging, *Sorcerian* has yet to receive a US release date (or even to interest US publishers), but diehard fans with a knowledge of Japanese will definitely want to start eyeing import store shelves this spring when Victor Interactive releases the title in Japan.

FARM BOY

Breeding a DC-to-Game Boy connection, with RPG *Anima Star*

ONE OF THE MORE INTERESTING roleplaying titles shown (briefly) at Fall TGS '99 was Aki's breeding sim game, *Anima Star*. The concept is simple: pick and choose a mystical-type animal, then raise it to race for money to buy goods and more animals. It's a capitalist farmer's dream fulfilled. *[What, exactly, does animal husbandry mean? —Ed]* And while the DC is starved for sim-type games such as this, the real catch to *Anima Star* is its compatibility with Nintendo's Game Boy Color.

While the actual mechanics for the swap between systems is still a bit up in the air with regard to hard details,

it should lend itself to some cool and convenient 3D action over all types of lovely terrain. What kind of link is it and where do we get one? We'll keep you posted.

Included in the game is a Quest Mode, where virtual ranchers interact with other characters in town and at shops while raising animals back at the farm. The result should be a comfortable cross between Natsume's fan-favorite ranch sim, *Harvest Moon* and the *Monster Rancher* series. With so many animal-raising options at your command and a solid graphical palette to back it up, Aki's *Anima Star* should fill the sim gap nicely when it releases in Japan sometime this summer. We're still waiting on word for the US, but if it turns out to be the winner that it looks to be, we'll expect it to float this way soon.

PEN AND PAPER RPG QUESTIONS ANSWERED

I love RPG games, and I wonder why there are very few multiplayer RPG games out there. My brother and I love to play RPGs, but since there are no two-player RPGs like *Evolution* or *EGG* we always have to do a time split-up. This is a bummer because I have to let him use my Dreamcast. So, I wondered if there are going to be any multiplayer RPGs, or are there some already out?

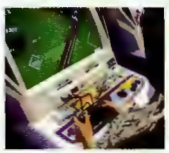
Eugene Atkinson
eugene_54321@yahoo.com

ODCM: Hey, Eugene! There are a few multiplayers just waiting for Sega to (finally) take its operations online. Games like *Phantasy Star Online* promise play for up to four players simultaneously across the Internet, and other titles like *Grandia II* are still toying with the idea of being multiplayer. We, too, long for the days of roleplaying with friends, in games like *Secret of Mana* on SNES. And although the selection is far more lean at present, you can be sure that the problem will be remedied (or at lease allayed) after E3, when Sega *plans* (we'll see!) to answer all our questions regarding Internet play. Hang in there, Eugene—help is on the way!

Please send all your urgent roleplaying inquiries to Fantasy Zone's dedicated and decently pasty pastmistress Nuriko at: Fantasy Zone, ODCM, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. Or send to dcmag@imaginemedia.com

Gamers at Japan's annual arcade show were thrilled by their glimpse at the sleekest new arcade action. Eager attendees went to some astonishing lengths to show support for their favorite titles; 'Sushi Man' (below) looks particularly pleased with his contribution to the *Sega Marine Fishing* hype.

Realm of the Coin



Sega titles hog the spotlight at Japan's annual arcade show

February marked the return of the All-Nippon Amusement Machine Operators Union annual show to Makuhari Messe's convention center in Chiba, Japan. The AOU 2000 gave game companies a chance to tout their arcade wares to dealers, public and press—and heavyweights Sega and Capcom were present and accounted for with hot titles in tow. Favorites such as *Marvel Vs. Capcom 2* (the booth featured both NAOMI and Dreamcast versions of the game) and *Guilty Gear X* (Sammy/Arc Systems) also made strong showings, and Namco unveiled playable titles on its patented new Cyber Lead cabinets, which feature slots for both Sony PocketStation memory cards and Dreamcast VMUs.

But ultimately, Sega's impressive Naomi line stole the show: Titles like AM1's *Sega Marine Fishing* and AM5's surprising redux, *Star Wars Racer*, packed 'em in the aisles. Using experience gained from past racers (such as *Sega Rally* and *Sega Touring Car*, to name two), AM5's version of LucasArts' highspeed racer wowed players with its tight controls via dual arcade stick throttles (reproduced from controls in the movie) and amazing visuals. While attendees had expected the game to be running on the much-rumored Model 4 board, AM5 actually opted for the Hikari board (approximately 1.5 times more powerful than NAOMI) in order to display two early stages. Sega's *SWR* is scheduled for an early April release in arcades in Japan, but US gamers will have to bite their nails a little longer (and even shorter?).

Other NAOMI-based titles like Namco's *World Kicks* soccer game showed well, despite disappointed expectations that the company would be unveiling a sequel to *Soul Calibur*. But the most interesting trend to note is the push toward simultaneous arcade/console releases in Japan. According to all of the game developers at the show, the lower costs and increased power of consoles are pushing arcade games onto cheaper boards—which means lesser quality. Sadly, it seems as if arcades will soon become little more than marquees for what's "Coming Soon!" to a console near you.

But it ain't over yet. Big arcade supporters, including Sega, claim that new, more powerful boards like the Model 4 and even the PS2 arcade board will soon revive the market. The upcoming JAMMA arcade show will be the true test of the future—and ODCM will be there.

"That's right, honey. I never go anywhere unprotected."

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FYI NEWS FEED

SOMETHING FISHY It's probably on every wealthy Japanese businessman's wish list—Sega's virtual aquarium introduced at AOU was a rather swank and technologically advanced contraption, with a touch-sensitive screen for interacting with your scaly, sofa-free buddies. A price wasn't given, but we expect it to come in at something just short of your firstborn child.

RUB *WHAT*? Sega unveiled its latest NASCAR racer with the suspiciously titled *NASCAR Rubbin' Racing*. What do you "rub," you ask? The road...we

think. While no shots are available for the game, the cabinet was on display at AOU.

SOUL SEARCHING Rumors have reached a frenzied fury: everyone's talkin' 'bout Namco's possible NAOMI sequel, *Soul Calibur 2*. The Japanese arcade website Amusement Graffiti has even gone so far as to announce the game as coming, for both Sega's board and Namco's own Cyber Lead cabinet. Cross those itchy little fingers.

BEAT 'EM UP Capcom has announced the sequel to its completely original fighter, *Rival Schools: United by Fate* with *Rival Schools 2* for NAOMI. We'll know plenty more after the Spring TGS.

VIRTUOSITY The arcade update to *Virtual On: Oratorio Tangram* is on its way to arcades as *Virtual On: Oratorio Tangram M.S.B.S. Version 5.66*. It comes equipped with VMU slots on the cabinet, and brand new airframes to customize and download. You'll be able to use the new mechs in your DC version of *VO:OT* and vice versa: customized mechs from the DC version will work when uploaded into the *VO:OT MSBS* arcade game. Excellent.

www.DailyRadar.com

Thank Goddess

Otakus prepare for an anime quiz game assault with *Aa! Megamisama*

One of the biggest recent shifts in arcade gaming is the move from action-oriented games to more casual gaming titles, which can be skewed toward what Japanese software companies refer to as "light users." Long-standing moneymakers, like Konami's "Bemani" series (*Beatmania, Drummania*, etc.) and an endless stream of dancing games (*Dance Dance Revolution*) have led to an influx of themed quiz and puzzle games in arcades. Enter Sega's very own anime quiz game, *Aa! Megamisama*.

Better known by its English translation, *Oh My Goddess!*, the latest NAOMI game out of the gate is based on characters and situations plucked from a manga and anime series, which revolves around a young college student named Keiichi. He misdials his local pizza parlor, ends up connecting to a Goddess Hotline, and *voila*! The goddess, Belldandy, shows up on his doorstep and the usual anime hijinks ensue—including the arrival of her two similarly divine sisters, Urd and Skuld.

Gameplay consists of three different play modes, including a Quest Mode that follows Keiichi through university as he attempts to gather magical stones from bosses (fights are all in quiz-form) through eight stages. Players will also be able to participate in a "Love Simulation" mode (eek! Is it plastic?) and a "Quiz Mode," all featuring interaction with the characters in the form of multiple-choice quizzes.

Aa! Megamisama is scheduled for a spring release in Japanese arcades, but US fans of the series may want to book a ticket to Japan. There's little chance it'll fly here.

Off the Hook

Sega skips the bass and casts its lure deep for *Marine Fishing*

IF THERE WAS ONE FLAW in Sega's bass fishing title on DC (and arcades), it was the lack of variety in the types of fish you could actually catch. Don't try and pretend that you didn't want to snag one of those floating turtles on your hook at the inlet. Well, your prayers (and **ODCM**'s) have now been answered with Sega's latest entry into the fishing pool, so to speak, with a saltwater affair called *Sega Marine Fishing*.

Featured in a cabinet nearly twice the size of the one that housed *Get Bass!* in arcades, *Sega Marine Fishing* sports not only a massive ecosystem of deep sea denizens—including barracuda, sharks, and blue marlins—but a larger selection of lures. So while the game is actually running the same engine that was used in the original, the chance to hook something bigger and better than bass should challenge seafaring stalwarts to a real test of skill.

With the DC version of *Bass!* (kind of like *Annie!* but not) selling at record numbers on both sides of the pond, it doesn't take a brain surgeon (or even a brain surgeon's assistant) to bet money that we'll see a DC conversion of *Sega Marine Fishing* soon. Color us excited. We'll give you the full report after we get our hands on this pole.

CABINET MADNESS

ONE OF THE ADVANTAGES that arcade games will always have over console titles is the level of gameplay and the number of accessories that arcade players have at their disposal. After all, you can't possibly recreate the feel of actually playing a game while on a motorcycle (like in *Manx TT*) while you're in your living room (unless you try to straddle your controller...highly discouraged). Take a peek at some of the cabinets that're headed soon to the arcade, courtesy of Sega and others.

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Chews us up, spits us out.

Bondzilla

ODCM chats with monster hitter Barry Bonds about Konami's *ESPN Baseball Tonight*

It wasn't until we shook his outstretched hand that we realized just how large Barry Bonds actually was—and just how much it hurts when several bones in your hand break at exactly the same moment. But before we toddled off to the emergency room, we sat with Barry for a few minutes to talk about baseball, videogames, and how to go about flagging down chicks with a broken hand...

Q So, Barry—how were you involved with the making of *ESPN Baseball Tonight*?

A I made sure that the details of the players—faces, batting stances, you know—looked right, and corrected the stadiums. And I told developers what real pitchers might do, what tendencies they might have—what kind of pitches Greg Maddux or other players in the league would throw. Now, if you put a younger player in this predicament, I don't think he'd be able to help as much as I did. I've played with some of the greatest baseball players ever, and I grew up in the game with my father. So I'm a good student of the game, you could say. When I'm with the technicians, I can tell them, 'I wouldn't stand in that position in left field, 'cause this angle of this stadium is different. I would move over here, instead.' I want people to feel that they're actually in the game, and this feels as real as being there.

ODCM's Entertainment Enhanced Response* *I helped pick the best-looking picture of me to stick on the cover of the game box.*

Q Do you play many videogames, yourself?

A A little bit—this is one that I definitely will be playing. I do play games with my son, and he's a *lot* better than I am. But I play baseball. I have a job. I don't have time to play videogames all day: I have real responsibilities.

ODCM's EER* *Yeah—I really love Dreamcast, and I read the Official magazine religiously. And I LOVE the* Hello Kitty Funpack.

Q Is it kinda freaky seeing yourself in a videogame?

A It is. Almost scary. But I think this game separates itself from the rest because of just that—because I've pointed things out and asked questions and asked my son questions, like 'What do you think of this' and 'What do you want to see?' Kids think of things that the average developer wouldn't. So you can do things in this game that you couldn't ordinarily, like diving plays and going over the wall for the ball. Plus, you've got Chris Berman and Joe Morgan as the announcers—I mean, that's pretty impressive right there.

ODCM's EER* *I never freak myself out. I'm really like that.*

Q Okay, movies: *Phantom Menace* or *The Matrix*?

A Movies? I don't really watch movies. Except for Muhammed Ali—I've watched all his movies.

ODCM's EER* *Beaches. I really adore Bette Midler.*

Q Life after baseball?

A No idea. I don't have a life after baseball right now. But I like computers. I like technology. I'm a businessman.

ODCM's EER* *I'd like to be bronzed and used as a trophy.*

* Never said never will.

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DR. HAWKINS

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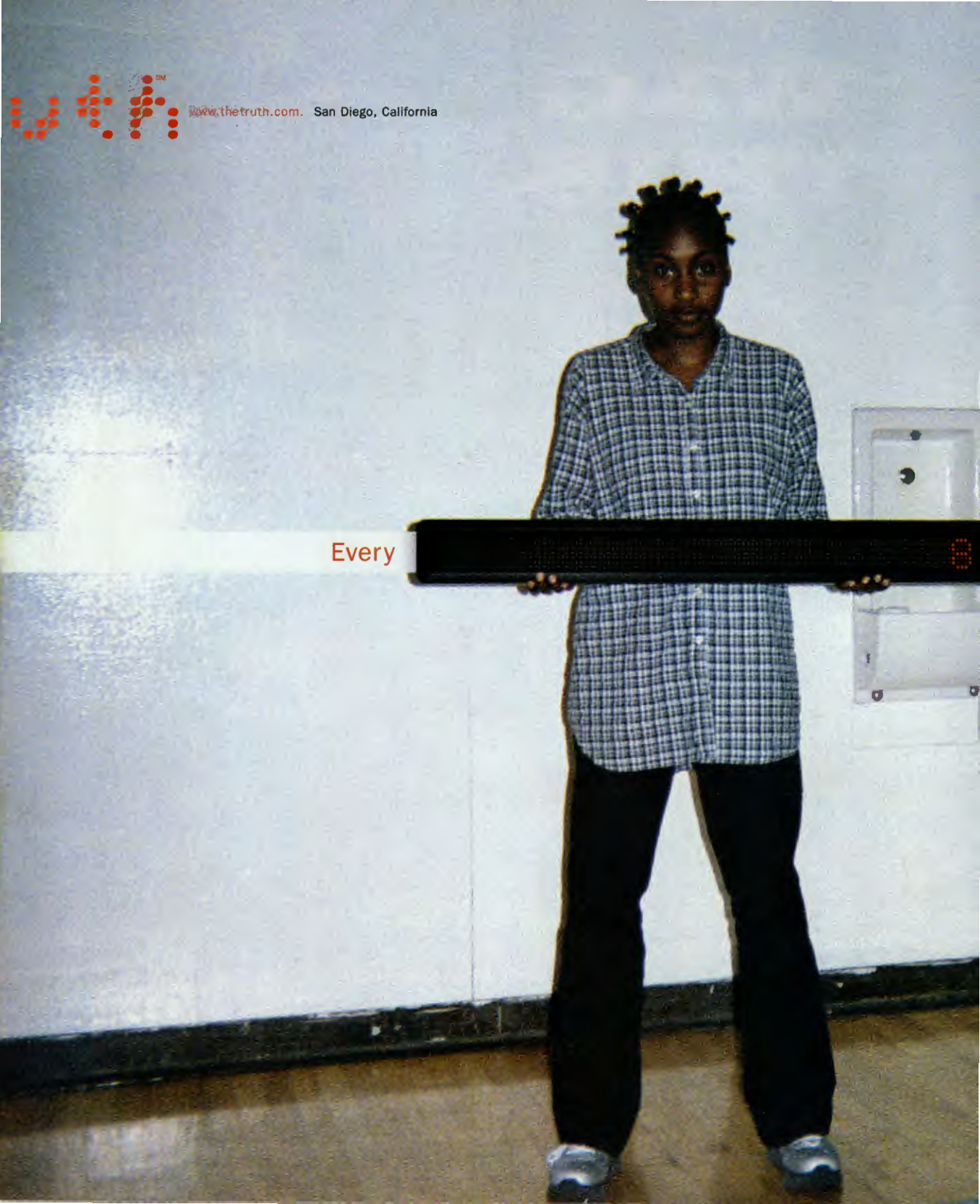
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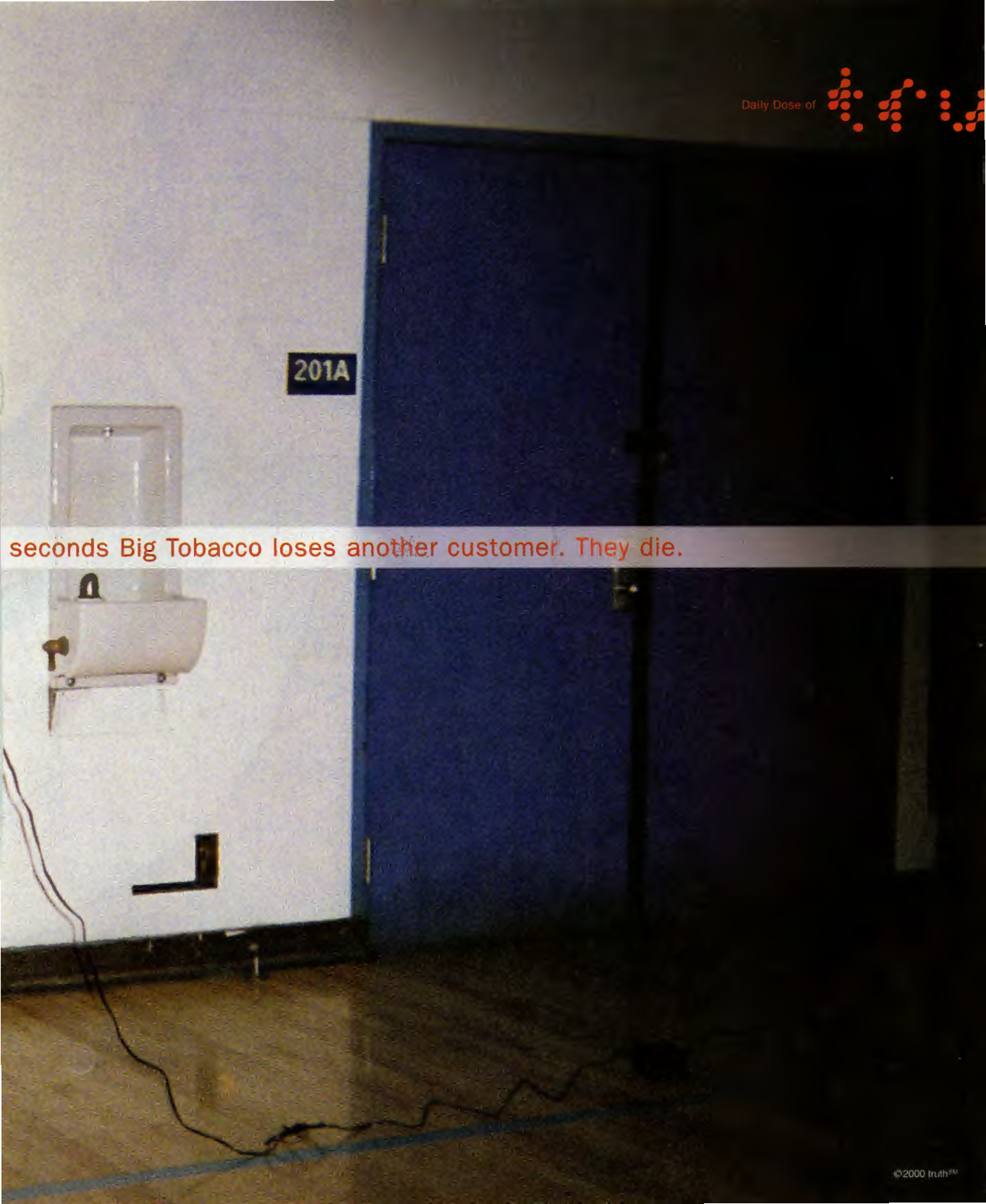
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アロハミカちゃんと
2
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Stoned Again

Simon Cox spent an eventful hour with series creator's Hideaki Itsuno and Eiichiro Sasaki at Capcom's HQ in Osaka to blow the doors off **Power Stone 2.** Maybe he ate some bad sushi, but he claims the whole thing unfolded this way. If true, the Japanese take their fighting games very, very seriously...

Power Stone is just about the most fun you can have with another human being without getting arrested and/or naked. Countless hours have been zapped, obliterated and vaporized here at ODCM Towers in kicking the 'proverbial' out of one another in the cartoon arenas of the first truly 3D fighting game.

For the uninitiated, a few words of explanation may be in order. *Power Stone* is a fighting game that throws two opponents into a 3D arena and lets them have at it. What's so great is that it's *all* 3D—you can go anywhere and use any objects you find to brain your enemy. There's a tactical element, too. The 'power stones' of the title appear throughout the bout, and whoever collects all three gets to power-up and rain death upon opponents in the form of devastating special moves.

***Power Stone 2* takes this brilliant concept and pumps it up to Schwartzenegger-*circa*-1986 proportions.Which is why our illustrious Editor-in-Chief, Simon Cox (of swingin' singles bar fame), flew to Capcom's headquarters in Japan to meet the evil masterminds behind the *Power Stone* phenomenon, to bring you an exclusive look at *Power Stone 2*—which promises to be even better than anyone might have dreamed. Sadly, Simon was vaporized by a giant robot while leaving the building that day, but he filed this report seconds before the 85-foot Gundam dropped its anti-personnel mini-nuke on his head...**

Round 1

Fight!

THE ROOM WAS LARGE. A coin-op machine in the corner, some chairs, tables, and a lamp, plus a chest behind the door. I was informed that I had one hour with Power Stone 2 director, Hideaki Itsuno, and designer, Eiichiro Sasaki, who politely took their seats—looking for all the world like very normal guys. How wrong I was.

"So," I began, "Power Stone 2. What new features can we expect to find in the game?"

Mr. Sasaki folded his hands in his lap and replied quietly. "We tried not to change too much of the core gameplay. We added many options and elements, the most important of which is the four-player mode. We spent most of our time working on this to get it just right."

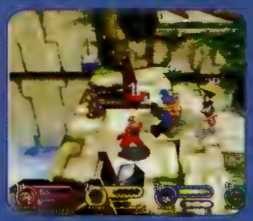
Mr. Itsuno jumped in, adding, "Those who are familiar with the first one will not be confused by the changes. But there is much more than the four-player mode. We have many more items, and there will be vehicles to drive. On top of that, the stages are very much enhanced, and they change during play."

Mr. Sasaki must've been unimpressed by his boss's interruption. He launched himself to the the other side of the room, hefted a metal chair above his head and hurled it at Mr. Itsuno, who was hit with such force that he flew backwards through the window and plummeted six floors to the ground below.

"Please, do continue," Mr. Sasaki said serenely, and returned to his seat amidst a thousand shards of broken glass. Not wanting to provoke him, I did as he said. "Oh. Um. You were talking about the stages," I prompted weakly. "Ah yes. The stages. They are much enhanced," he repeated. "And so is the cast of characters."

Blue Sky Stage

Pay attention 007... Capcom has outdone itself with the level designs in *Powerstone 2*. Take note of the following (there *will* be a test later). The giant eagle swooping across the crowded deck of the sky ship (right) is scoping you out: you'd better watch out, or you'll find yourself taking damage from this flying terror. The sky ship (like all the levels) comes equipped with devastating extra weapons, like this turret (below right)—but you can occupy it and turn it on your enemies. Not content with stuffing the arena full of goodies, however, the designers have spared no imagination—they've kindly included an amazing skydiving/fighting level that continues all the way down to earth (kind of—it's a floating sky-plateau)...where the battle continues with tanks and catapults. Much satisfyingly explosive mayhem ensues.



New Characters

Power Up! New Challengers!

THE NAOMI VERSION of *Power Stone 2* sprang to life, and Mr. Sasaki began to play. I saw four new fighters—a cowboy character called Accel, a Mary Poppins-style dowager by the name of Julia, a plump French chef, Gourmand, and Pete the thief (who looks like a refugee from *Toy Story*). In fact, even more so than in *Power Stone*, these characters looked a bit too cute for Western consumption. I broached the subject with Mr. Sasaki. "Will you be Americanizing these characters for the US market?" I enquired, timidly.

He had no opportunity to reply, as the recently-ejected Mr. Itsuno popped up out of nowhere and flipped open the chest behind the door, pulling a giant machine gun from its glowing interior. As a hail of bullets jostled Mr. Sasaki out of the broken window, Mr. Itsuno shouted over the din: (BUDDA!-BUDDA!-BUDDA!-BUDDA!) "I think I can answer your question, Simon-san! I do understand that character design is very different in the US! It's more realistic than in Japan, where everything is more colorful and cute!" (BUDDA!-BUDDA!-BUDDA!-BUDDA!) "But adapting our title to the US taste would be to abandon our original design and copy another! Remember, many original Japanese game characters were very successful in the past!"

BUDDA!-BUDDA!-BUDDA!-BUDDA! Click. Whirr... "Hmmm." Mr. Itsuno leaned through the broken window and shouted after Mr. Sasaki, "You should never have turned your back to me, Sasaki-san!"

> We have many more items, and there are vehicles to drive. Also, the stages are very much enhanced!
>
> Itsuno-san

Illustrations of Hideaki Itsuno and Eichiro Sasaki by Naska C.

Power Up!
New Stages!

MR. ITSUNO NOW TOOK a turn demonstrating the game, showcasing the all-new multi-platformed stages with trap doors, ramps, conveyor belts, gaping holes and floating platforms that provide a truly inspired arena. There was an Egyptian-themed Tomb Area (complete with *Indiana Jones*-style huge rolling boulders), a Space Station Area featuring teleports and a giant alien monster, an Iceberg Area with floating submarines, a Japanese fortress called Dark Castle, and Blue Sky Area—where the action begins on a floating platform high above the earth, and progresses through a skydiving brawl to more fighting on the ground. It was amazing to behold! Capcom has taken what was already a shining example of great level design and multiplied it tenfold.

"Excuse me a moment," said Mr Itsuno. He leapt out of the window, landing on the ground next to Mr. Sasaki—who was slowly getting to his feet.

Alone with the game, I (naturally) had a go. I entered a four-player CPU brawl on Iceberg Stage, where I discovered that I could commandeer a vehicle and use its weapons against my computer-controlled opponents. Before I could do too much damage with this new feature, however, I was distracted by the screech of tires on the street below. Peering over the edge, I saw Mr. Itsuno a hundred feet below me, reversing his Honda straight at the woozy Mr. Sasaki, who barely managed to dodge the attack and almost split his Pocari Sweat sports drink.

Recovering, Mr. Sasaki swung himself around the nearest lamp-post and catapulted himself through the Mitsubishi's windshield: knocking Mr. Itsuno clear through the rear window, still in his seat.

That's when two other guys appeared in the room. I recognized one as Shinji Mikami, producer for *Code:Veronica*; the other introduced himself as Mr. Funamizu, producer for *Power Stone 2*. Before I could exchange pleasantries, both vaulted out of the window to join the brawl (I noticed later that they had politely deposited their business cards on the table a nanosecond before the leap). Mr. Mikami picked up a flower-pot from the sidewalk and smashed it over Mr. Sasaki's head, knocking him into the ground up to his knees. It was getting difficult to keep track of everybody.

"It's difficult to keep track of everything from up here, isn't it," said Mr. Itsuno, reappearing (and not the least bit out of breath; his tie was even straight). "It sure is," I agreed. "That reminds me...I was going to ask you about the camera angles.

> "We tried many combinations. In the end it was obvious that the four fighters would have to be on the same screen."
>
> Sasaki-san

Dark Castle Stage

Dark Castle also has 3 stages (although we only played two in our demo), including the throne room and outer walls, which offer a tempting opportunity to plummet into the moat. Ergh!

Iceberg Stage

Iceberg Stage takes the battle to a pair of sci-fi submarines skimming across the surface of an iceberg-filled ocean. Like the action in Blue Sky Stage, you can use gun turrets, but you've also got small aircraft to give you the edge. You'll fight through three areas, even balancing on a huge ice cube (bottom right).

アロハミカちトロれミ②れロア

> Two Dreamcasts will be linked over the network with two players at each console, so four can play together!
>
> Itsuno-san

Tomb Stage

Fans of Stargate (both of them) will appreciate the Tomb Stage, with all of its Egyptian-ish influences. The action begins topside, running around the feet of these Egyptian AT-AT walker thingies, and progresses downward into a tomb. Below that, you'll run through dark passages filled with *Indy*-style booby-traps. Check out the screen above: Gourmand the chef catches some serious air as he fights to flee a speeding boulder coming up on the left! It's little touches like this that make *Powerstone 2* so damn fun.

When you have four players, they must get pretty small onscreen when the camera pans back to fit everyone in."

Mr. Itsuno nodded.

Special Move! 4-Player Battle!

"YES. FOR A WHILE we thought the only solution would be to divide the screen," he said. "We thought about splitting the screen into four."

Predictably, Mr. Sasaki bounced back in to drop-kick Mr. Itsuno out the window (again!) in mid-sentence. But by now, I was getting used to the chaos. I was even beginning to enjoy it.

"We were just talking about cameras," I said to Mr. Sasaki, who replied in detail. "Ahhhhh. Cameras. This is a game were everything is possible," he explained. "The player is not only punching his adversaries; many things are thrown from a distance, too. The player has to be able to see these projectiles coming."

He paused to dodge a satellite dish thrown by Mr. Mikami from the roof of an adjacent building. It crashed into the wall behind us. Without blinking, he continued. "The challenge is to determine the perfect way to display the action. We tried many combinations. In the end, it was obvious that the four fighters would have to be on the same screen."

Crouched behind the cabinet, I risked a peek at the screen. I could see that the cameras were still causing problems (the characters were a little too small), but Mr. Sasaki assured me that this would be fixed for the release. The four-player mode, in spite of this potential snag, had clearly made a really good game into a really great game, with absolute chaos unfolding onscreen. Like a bad case of the sequels, Mr. Itsuno reappeared and after a brief struggle, lifted poor Mr. Sasaki above his head. Taking aim, he hurled him off the ledge and onto the unsuspecting head of Mr. Mikami (who was in the process of hitting Mr. Funamizu with an uprooted lamp-post). Such was the unfortunate angle of Sasaki's fall that Mr. Mikami's head disappeared for some time...

Power Up! Powerstone 3!

"OOPS! SORRY MIKAMI-SAN! I did not mean to leave you 'alone in the dark!'" shouted Mr. Itsuno, laughing at his own joke. "So, Simon. Where were we? Oh, yes— for *Power Stone 2*, we focused not only on the four-player mode but on the new ability to use your opponents themselves as weapons."

I peered down at Mr. Mikami and his new hat, Mr. Sasaki.

"Oh," I said.

"The player can pick up an enemy and throw him at someone else. In an eventual *Power Stone 3*, it would be fun to develop this team-play aspect. For example, a player could give some of his lifepoints to an ally who is KO, or we could design special moves for two players fighting together."

He waved and bounced out of the window into the fray. And then the ground began to shake. My glass of 'Pocari Oda!' sports drink registered the ripples like a glass of water in, say, a movie about a dinosaur theme park. I continued playing *Power Stone 2*, fighting feverishly. Meanwhile, outside, Mr. Sasaki had upped the stakes–and brought his personal Gundam robot ("Dave") to the battle...

Level Up! Victory!

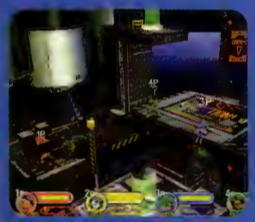
ACCORDING TO reports, Simon bought the farm shortly after this. We recovered his notebook from his scant remains (which amounted to, er...just the book, actually). Funny, he never did get to ask them where the idea for *Power Stone* came from. It'll remain a mystery. Of sorts.

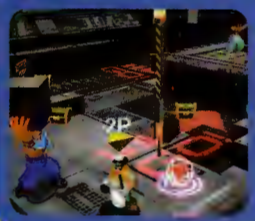
As for our erstwhile Editor-in-Chief, his spirit will live on through Fran's jokes at his expense. But don't be sad for too long. *Power Stone 2* will be released in Japan shortly after you read this, and if you believe Simon, it's going to change fighting games forever–and make you forget everything else in your life all together. Again.

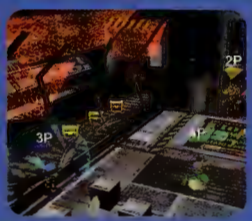
> We focused not only on the four-player mode, but on the ability to use your opponents themselves as weapons!
>
> Sasaki-san

Space Station Stage

The bitch is back! It doesn't take a genius to figure out what influenced the awesome Space Station Stage, floating thousands of miles above the Earth's surface. Take the space elevator up three levels to the top, where you get to fight it out against the feet/tentacles/claws of this huge alien predator. The weapons here are all certifiably sci-fi, and include (obviously) a great big laser. But it's that giant alien that really sets the whole thing off. Boy, he sure is ugly!







2K0 Why Powerstone 2 will be the champ in 2000!

Power Stone was a great game. It has propelled us through numerous deadlines, oblivious to the threats from our international paymasters, whose Porsches and BMWs are fueled by our labor. But *Power Stone 2* promises a host of new features that will probably get us all fired.

Multi-level stages!

So you're fighting a pitched battle on the deck of a flying ship (level 1). Suddenly an explosion rocks the boat (literally), and the deck pitches and rolls, throwing everyone off. As you skydive towards the earth, the fighting continues in midair (level 2) until you all land on terra-firma where—yep—you fight some more (level 3)—this time with tanks and catapults! *Power Stone 2* completely overhauls the structure of these levels, providing loads more room to fight those intense four-player battles. Never has a fighting game offered such imaginitive, detailed and interactive arenas.

Four-player mode!

If you thought things were crazy with two players, wait 'til you get a load of this. Crazier than a night on the town with Dennis Rodman, the four-player mode doubles the fun, as you fight it out over giant multi-level stages with all four players onscreen at once.

Vehicles!

In addition to the tanks on the Blue Sky ground stage, there are a host of other vehicles to 'borrow', including aeroplanes and hovercraft. It's another tactical dimension: In a vehicle you can do more damage, but you're an easy target.

Monsters!

So far, we've seen two—the giant Eagle on the Blue Sky stage, and the tentacled Aliens style...er...alien on Space Station Stage. Both are there to provide obstacles, plus another great opportunity to whack opponents by forcing them into their clutches.

Online play!

Capcom says that all of its games will be online compatible from now on (including *Marvel vs Capcom 2* and *Rival Schools 2*). For *Power Stone 2*, this means linking two Dreamcasts via the Internet, with two players on each console. This is going to be HUGE!

SEGA DREAMCAST

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EDITION

Action like you've never seen before – 54 stunning levels in 21 worlds. It's enough to make you cry.

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READ 'EM and WEEP.

"...platforming masterpiece for the ages..."
" The graphics are...the best the genre has ever seen..."
– Official Sega Dreamcast™ Magazine

"...sharp high-res graphics and a rock-solid framerate..."
– NextGen

"...a lush, color soaked world full of imagination and challenge..."
– dc.ign.com

"....an instant entry for game of the year."
– Gamer's Republic

"...everything about Rayman 2 Dreamcast is extraordinary."
– Game Week

Ubi Soft ENTERTAINMENT

Sega Dreamcast.

EVERYONE E Animated Violence

RAYMAN2DC.COM

Ryo (left) and Shenhua, the lead roles in what promises to be the closest a videogame has ever come to a plausible and wholly immersive story line

Suzuki's Samurai

Shenmue promises a vibrant world of emotion, adventure and realism. Armed with an import copy of the game and a Japanese phrase book, **Jason Brooke's** faces the biggest gaming experience of all time

There are definite signs that a game has you locked in its grip. They're more than ho-hum reactions, like leaning in your seat when weaving through traffic in *Crazy Taxi* or screaming like Scooby Doo when a zombie creeps up on you in *Code Veronica*. No, when a game truly hijacks your consciousness—as *Shenmue* so expertly will—the signs can actually be worrying.

Say you get thirsty while playing this epic—which you certainly will, unless you're a camel. The sensible action would be to put the controller down and head to the fridge for a Coke. Instead, we found ourselves heading instinctively for one of the game's vending machines. Scary, right? This phenomenon gets even more troubling (and potentially messier) after the Coke runs through you, and you need to use the bathroom.

Initially, we weren't wasn't sure what to expect from *Shenmue Chapter 1: Yokosuka*. Do all of its elements hang together? Is its narrative ambition undermined by shallow-as-a-kiddie-pool gameplay? Does this four-disc extravaganza turn out to be little more than a tedious interactive movie, targeted at 'light users' (*read:* non-gamers)? Thankfully, the answer to all of these questions is a reassuring 'No'...

But only if you can read Japanese. If you can't, we advise you not to try it (or buy it) until it comes out in English. Really. Unless you're sitting next to creator Yu Suzuki while you're playing (which we were), you'll be lost in Yokosuka.

So: wait. And drool. And read this comprehensive, behind-the-scenes look at the world of *Shenmue*. We've seen the future...and it works.

A TALE OF ONE CITY

True to Japanese RPG tradition, *Shenmue*'s storyline cycles through the familiar themes of murder, reprisal and the preservation of family honor. Set in Yokosuka, Japan in 1985 (the haircuts are a dead giveaway, but don't these Japanese game characters always live in the '80s?), the game opens like the first few pages of a good book—with a strong prologue (beautifully animated) that immediately draws you in.

Ryo Hazuki, an 18-year-old high school student, enters the family dojo to witness his father being murdered by a mysterious Chinese character. When they leave, the intruders take with them an important artifact hidden within the Hazuki household. Ryo's inevitable quest, from here on out, is to track down and avenge his father's killers. And so the story begins.

WHAT'S IN A GAME?

Shenmue's core gameplay, upon which everything rests, is actually nothing new. The game's perspective is very much like that of any post-*Tomb Raider* 3D action game, and players will initially spend a lot of time running around the town of Yokosuka meeting the locals and receiving vocal clues as to where to go next and who to track down. These are scripted conversations (all voiced superbly by actors), and boast a spurious degree of player interaction. But

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SHENMUE EXPLAINED

No one likes a game that dishes out miserly button stabs requiring split-second timing. But it works well.

Those heavies are your first adversaries as you walk through the main town. Simple button presses at the correct time will see them off!

improving upon the traditonal RPG model. Sega has created a convincing realtime world that affords these exchanges some actual spontaneity (see **The Real World** at right).

Punctuating this paper trail-style of play are those now-infamous Quick Timer Events, which kick in with increasing complexity at various points throughout the story. These are a seamless link between the cinematic flow of the proceedings and some good old hands-on arcade action—and the good news is that they work surprisingly well. They're also joined by a proper fighting game engine, presumably to appease Sega's army of beat-'em-up fans. This supports multiple fighters onscreen at once, *Spikeout*-style, and it's a blast. In fact, there are so many different ideas in *Shenmue* that it's a miracle that it all hangs together so well (of course, it's important to remember that you won't understand a thing unless you have at least a basic command of written or spoken Japanese).

POINTS OF VIEW

Shenmue's 3D world is so dynamic and rich with detail that only the most sophisticated in-game camera could possibly capture it all. Suzuki's marketing team has dubbed the new cinemetograpy *full reactive eyes entertainment*, and there are three modes of operation. First, there's the standard behind-character view that follows Ryo around the fully navigable world. Moving the analog pad will take the camera around Ryo's head in a 180-degree arc, as if he was looking around naturally. The second mode is useful for looking closely at something; a tap of the right shoulder button provides a first-person view and enables you to select items to pick up, drawers to open, telephone numbers to dial, etc. Lastly, the game frequently uses cinematic third-person viewpoints to produce the most dramatic effects—whenever Ryo speaks to anyone, enters a new place or is involved in a QTE action scene (see **Street Fightin' Man** box-out), the scenes are directed with the finesse of a movie.

THE REAL WORLD

With one murdered father and a girlfriend about to be kidnapped, *Shenmue*'s storyline isn't going to win any prizes for originality—but the world that plays host to these proceedings definitely should. Take its depiction of time, for example. The in-game passage of time is reflected not only in awesomely realistic lighting effects, which move gradually and automatically through day into night, but in character behavior. Where most RPGs situate NPCs in the same places every time you meet them, each member of *Shenmue*'s extensive cast has its own daily routine and business to attend to. Shops open and close at regular hours, buses arrive and depart according to schedule, and clocks even display the correct time (a few minutes of real time roughly equals an hour of game time). Stay out too late at night, and your housekeeper will get snappish when you finally return.

In other realistic touches, Ryo must rely on in-game streetsigns and store signs in order to find his way around. Believe us, this isn't easy to do when everything is written in Japanese—in the game's later sections, you'll need to take good note of your surroundings to avoid getting hopelessly lost.

Best of all, these details really do affect your progression

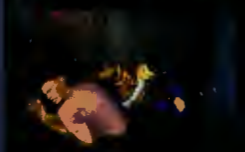
STREET FIGHTIN' MAN

Did everyone you meet in this game get up on the wrong side of the bed (or futon?) Walk down any street in *Shenmue* and rest assured—a fight is waiting right around the corner.

A typical QTE scene kicks off. Suddenly the locals aren't as friendly.

You're from around these parts, but they want to bash your head anyway.

You get a split-second to pick which button to press. Look! A tiny clue!



Get the sequence of button mashes right, and you'll paste the bad guys.

REEL LIFE

1986 wasn't nearly this fun the first time around. Or was it? Return to your gaming roots... Maybe

Much of *Shenmue*'s realism comes from the menial tasks that you perform in-game, either through necessity or by choice. Some might argue that the inclusion of such mundane gameplay elements is going too far in the quest for a credible virtual world, but if you can drop your cynicism and allow yourself to go with the game's ebbs and flows, the pay-off is well worth the effort. The following actions take place during your first days in Yokosuka...

FEED YOUR COKE HABIT

Anyone who's been to Japan will know that vending machines are everywhere. Sega even motion-captured someone drinking a can of coke to get the animation right for when Ryo buys a drink—true.

PLAY CLASSIC COIN-OPS

Shenmue is set in '86, so arcade machines are true to that year. As well as classic Sega titles (see right), there's even a decent rendition of darts for those who're too lazy to haul their butts down to the local bar.

SPACE HARRIER

We don't remember *Space Harrier* looking this bad, but then, time is cruel to 'state-of-the-art' coin-ops. Sega's first game to employ its 16bit 'super scaler' technology is still a blast—if a short-lived one.

HANG ON

From the moment you enter the arcade, Hang On's burbling low-fi title tune is detectable in the background. The game itself plays just as well as it did back in 1985—a classic Sega racer to cherish.

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Yeah, we're talkin' to Yu!

To be honest, we were surprised that the legendary game designer Suzuki-san could spare the time for an interview. When the most ambitious game ever created is in its final days of testing, you'd expect its director to be climbing the walls, deprived of sleep and high on a cocktail of legal stimulants. But he was in surprisingly good spirits, presumably relieved to have completed what must have seemed like a game design life-sentence (the project was originally conceived seven years ago, and has been in progress for over three years with a creative team of 100). Suzuki-san spoke passionately to **ODCM** about his epic creation, pausing only to sketch explanations on a whiteboard, light cigarettes, and demo his personal favorite in-game sequences.

Q If you were describing *Shenmue* to someone who doesn't play videogames, how would you depict it?
A This type of game has never existed before, so it's hard to compare it to previous games *(sketches a diagram on the whiteboard)*. If I can use a visual metaphor for describing the world of *Shenmue*, it's essentially an island. Let's say there's a boat anchored off the shore *(squiggle, squiggle)*, a beautiful beach *(squiggle)*, a valley *(squiggle)*, and a waterfall *(dramatic swoosh)*. In this case, the beach is a game center and amusement arcade, the valley is where you collect items, and the waterfall is where you connect to the internet [one disc of the four contains *Shenmue Passport*—a browser to connect to Sega's Japanese Dreamcast network].
Q And the story carries players along from location to location?
A Yes, the story is there so a player can explore the 'island' in as short a time as possible, and as effectively as possible. Of course, there are certain things that you'll need to see in a certain order. And there are places you can stay for as long as you want—this is perhaps the biggest step foward from previous games—players can effectively do *whatever* they want.

Q So if they want to stay in the game center...
A They can. There're a number of spots where players can spend time—a slot machine house, for example—so people who like gambling can gamble as long as they want. Our hero can even spend all his time making phone calls to his girlfriend! But if you visit these spots *within* the framework of the story, you can play the game in a shorter time.

Q How close is the game to your original vision?
A It has become something very different *(sketching circles and some wiggly lines that might be numbers)*—the original plan was to go with three different chapters, but this was changed to a huge story with 16 chapters. Then, these 16 chapters were divided into three parts *(slash, slash)*, with sections 1-5, 5-10 and 11-16 incorporated into *Shenmue 1, 2* and *3* respectively. At its grandest scale, *Shenmue 1* was supposed to contain all 16 chapters. The game we've released has only one—so it's now a sixteenth of the original planned size. The story has been downsized, but the density is much higher. Volume has gotten bigger.

"This is perhaps the biggest step foward from previous games—players can effectively do *whatever* they want."
—Yu Suzuki

Q What's the single aspect of *Shenmue* that you're the most proud of?
A Originality. There are many, many new technologies used in *Shenmue*. Subsequently, of course, there have been many new challenges to overcome.

Q What's been the biggest?
A Well, the project took three-and-a-half years. And if you work on anything for that length of time, many challenges arise. Creating a program that affords the player freedom to go anywhere was very difficult. Then there were things like the real-time weather system, the full voice dialog over a soundtrack of 150 individual songs, and the cast of 350 characters all modeled in 3D. In these terms alone, the volume of content in this game is over 100 times that of a two-hour movie—in fact, cinematic effects and sequences are very movie-like, in terms of camera movement and the emotions that we're able to convey. And finally there's the network compatibility to consider. All in all, it's been a huge, huge project. These are all new features—and new features are always huge challenges.

Q So are you going to do a puzzle game next?
A If I did, it would probably be much better off implemented in *Shenmue*!

Q What does *Shenmue Passport* offer the player?
A Well, in Japan, one million people can access the network at once. We have what we call mini-games inside *Shenmue*, and you can see your national ranking for these games on the network. You can also trade items at an online flea market, and you can get hints to get you further into the game's world.

Q Do you think *Virtua Fighter* fans will be disappointed with the combat aspect of the game?
A It's pretty hard to say, but we tried as hard as possible to make it so they won't be. *Shenmue* is basically a game where you have to think, whereas *Virtua Fighter* is a game of timing. In this respect, there might not be too much overlap between users. Basically, the free battle system in *Shenmue* is a system where inexperienced players can hit buttons randomly (the fine art of 'button-bashing') and still fight, while *Virtua Fighter* fans who want a deeper level of contact can pull off combos and win in a cooler way—the system also supports that.

"The volume of content in this game is over 100 times that of a two-hour movie..."

your haircut was the problem, the whole time! Now, if you could just find that cute redhead who (still) liked *Centipede*...

LOVE TO LOVE YOU, BABY
Romance is a central theme in *Shenmue*, and Ryo finds out quite early on that the cuter-'n-a-bag-of-kittens Nozomi (above) has eyes for him. Before you ask—no, there's no hardcore action in this game.

IT'S GOOD TO TALK
The process of making a phone call is very realistic, and therefore just a tad laborious. You have to dial each number separately (these are kept in your journal, along with a collection of addresses).

MEET THE NEIGHBORS
Private residences and even some bars (such as the rowdy Heart Bar, above) can't just be barged into—you'll have to use a bit of decorum and knock first. Quite often, you'll be told to back off.

LEARN HOW TO FIGHT
Story complements gameplay: Ryo has to *learn* martial arts. This old guy looked like he was about to croak, until he suddenly came on like Bruce Lee (or at least, like Mr. Miyagi). Mimic and learn.

GET YOUR FORTUNE TOLD
A meeting with a mystic lets Ryo ask questions about—well—we haven't got a clue, to be honest, because it's all in Japanese. But the strange vision inside her crystal ball makes us curious.

SHENMUE EXPLAINED

There are so many different ideas in Shenmue, it's a miracle that it all comes together so well.

through the game. Fail to keep an appointment with someone (just like real life!) and you'll miss a link in the story—which means that you'll be taking a slightly different path (progress through the game is logged in a personal journal whenever something significant advances the story). Of course, occasionally, the background embellishments are there for no other reason but to further convince you that you're in a real world. In the morning, the birds are singing and a postman delivers mail on a scooter. Walk up to a busy intersection, and the traffic drone is actually composed of the sounds of different vehicles (we're not sure exactly what they are, but we'd bet that the designers are). Even when a can of Coke plunks down inside a vending machine, it sounds exactly as its should—and it pops and fizzes when you pull the tab to open it. Enjoy.

LIGHTS, CAMERA–(INTER)ACTION

We have to admit: the alarm bells began to ring at **ODCM** when *Shenmue*'s Quick Timer Events were first revealed to the press. No one likes a game that takes away most of the player's control, replacing it with a few miserly button presses requiring split-second timing. But in the end, it's difficult to see how a fusion of action and cinematic style on this scale could have been handled any better than this. And let's not forget that the game also offers a deep, arcade-style fighting engine to grapple with (see **Free Battles**).

Sometimes the camera will pan to reveal Ryo's surroundings

A 'real' barber's shop, complete with mirrors that reflect the whole room. (Have him take some off the back, Ryo!)

In one of the first QTE scenes, Ryo is provoked into a street brawl by two thick-necked bruisers. By reacting quickly enough to the simple onscreen button commands, you'll make light work of your assailants and be on your way. Miss your timing, however and you'll be well-whupped and sent on a different game path. This system is indeed a bit cut-and-dry: but it works out pretty well in practice, and it gives you a connection with the action that's far better than what you'd find in those crusty old LaserDisc coin-ops where this kind of gameplay originated.

FREE BATTLES

While developers could easily have implemented a substandard one-on-one fighter, what *Shenmue* actually delivers is a simplified (but still impressive) engine that accommodates multiple fighters in free-roaming environments. The result is more akin to *Streets of Rage* than *Virtua Fighter*, but there's still a lot to learn. Players can take out more than one opponent with a special attack, or hold onto one bad guy while simultaneously pummelling another with kicks *Double Dragon*-style. You'll pick up new fighting moves from characters you meet along the way (although the only way to pick them up is to mimic your trainer while listening to his advice—tricky, when the advice is all in Japanese), or by finding Technique Scrolls that contain lists of moves.

TRANSLATE OR WAIT?

This is the big question. You're itching to get your paws on an import copy, but suspect that the language problem will make you miss out on vital elements—which are primarily contained in this game's great storyline. And you'd be right. Anyone hoping to get by without knowing what's really going on will effectively be following a paper trail, without any visible paper.

Numerous walkthroughs have appeared on the Internet (which don't help much because events in the game are so time-sensitive), but our advice is to sit tight. NTSC and PAL English versions should be out Q3. Trust us, you'll be glad you were patient.

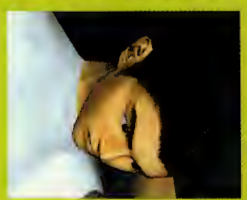
J. BROOKES

POINTS OF VIEW

From top: Facing the chest and pressing 'A' opens a drawer to reveal its contents. The freedom of the in-game camera—there are various modes—is one of the game's strongest points...

REAL LIFE

Routine actions and events take on a whole new sparkle when experienced through *Shenmue*.



BEDTIME FOR RYO
Ryo's days start at 8:30 AM and end at 11:30 at night when he heads home for his well-deserved rest. Arrive back too late and the housekeeper Mrs. Ine will have a harsh word with you.

FELINE FEEDING FRENZY
There had to be a virtual pet theme in there somewhere. One of the first mini-quests is caring for a kitten whose mother was (apparently) run over when the bad guys were in town. Awww.

PLAY SATURN GAMES
No, a Saturn in '86 doesn't figure with us either, but we're glad it's sitting on top of Ryo's TV. In a local store you can buy games for it, although we suspect a full emulator hasn't been included.

COLLECT COOL TOYS
Bubblegum machines are dotted around the town, and you can collect miniature characters from *Virtua Fighter 3tb* and *Sonic*. Apparently, Japanese gamers can trade them online.

SHOP TILL YOU DROP
The local Tomato Mart seems to have everything you could possibly want to buy, although you don't really get that much choice. You can buy some more sardines for the kitten, though.

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Let the pixie parade commence! The recently retooled *Grandia II* is looking better every minute.

Grandia II

Will RPG fans finally live happily ever after?

At the Dreamcast launch in Japan, Game Arts announced that they would support the system with the sequel to one of the most beloved RPGs in the Saturn library: the epic *Grandia*. A few preliminary screens were released and a mention was made of multiplayer possibilities, and then the game mysteriously dropped out of sight—for nearly a year. Now, out of nowhere (well, Japan), *Grandia II* has resurfaced.

With a retooled look featuring some of the most impressive graphics this side of Square's best efforts and a new cast of characters, Game Arts' masterpiece is primed and ready to bust the role-playing genre on DC wide open. Pundits from Japan phrase *Grandia II* as 'the *Code Veronica* of RPGs'. Is this the Holy Grail for which fans have been patiently waiting?

With a Japanese ship date set for this summer and a string of US publishers eager to snatch it for domestic release, **ODCM** nabbed Game Arts General Manager and creative genius, Takeshi Miyaji (*Silpheed, Gun Griffon, Grandia*), for an exclusive peek at this landmark title.

Q *Grandia* is one of the most successful and popular RPGs in Japan: how did you approach creating its sequel?

A Takeshi Mayaji: I didn't want to disappoint fans of the original, but I wanted to offer something new since we're now developing for Dreamcast. As the 2D era ended, it was obvious to us that *Grandia II* would be completely 3D, where everything reacts and moves in real-time.

Q Why did you decide to create *Grandia II*'s world completely out of polygons, instead of

ready to bust the role-playing genre on DC wide open.

1 Game Arts promise that the pseudo-realtime battles found in the original will be *really* realtime in the sequel, thanks to good ol' 3D. We can't wait to see the results.

2 "Combo magic attacks?" "Why, yes please. Thanks for offering." It's possible that the characters in your party will combine skills and attacks for maximum damage against the enemy, or at least several winged beasts and small ogres.

Photos by Hiroki Izumi

3 **4** Takeshi Mayaji, the man with *Grandia II*'s master plan, has made a rather marked change in genre from his earlier creations, the Sega CD space shooters *Silpheed* and *Gun Griffon*. Does this mean that we'll be guiding Rudo and Co. through constellations in small ships? Fortunately, no. Mayaji's work on *Grandia I* proves his knack for developing great RPGs.

using sprites like in the first game?

A So the characters can move freely. I can also choose and set any number of camera angles in order to create some unique visual effects.

When you use 2D, you have to design every move and animation separately, which is time-consuming. [On the other hand], if 2D graphics are not really realistic, they can still be considered charming and players can empathize with the hero easily. And while 3D graphics offer realistic animations and effects, they can be quite 'cold'; inhuman. In many games, characters look like robots. The challenge with *Grandia II* is to combine the advantages of both formats. So we carefully designed all the characters (shapes, colors, textures and faces) in order to reach this goal. We think we succeeded.

Q **What is the storyline in *Grandia II*? How many people will be able to join your party and fight at once?**

A You won't need to play the original in order to enjoy *Grandia II*. Every episode [in *Grandia*] is a new story, a slice of that world, like *Final Fantasy*. In every *FF*, you recognize a unique design—which is the soul of the series. *Grandia* is the same. There's nothing interesting about creating a sequel simply based on the same elements. Concerning storyline, let's say there's a legend describing a conflict between good and evil as they were 10,000 years ago, and nobody really knows if it's true or not. There are big rifts on the planet's surface, but again, no one knows exactly how they happened. There are also suddenly two moons in the sky, and one of them is whispered to be the base of evil forces. The ➔

Welcome to COMING SOON

Previewed This Month

Anticipation is sweet, and these DC games could be even sweeter. Read on, and find out what you'll be playing in months to come!

FUR FIGHTERS /56
Hello Kitty meets Duke Nukem: just watch the spitting fly!

4-WHEEL THUNDER /56
Hydro Thunder without boats or water or crap sound effects

METROPOLIS STREET RACER /60
Is it live, or MSR? The driving game to drive you wild...

KISS PSYCHO CIRCUS /61
First-person Gene Simmons licks his way to DC

TONY HAWK'S PRO SKATER /68
More thrash for your buck: it beats the PS version, no contest

ESPN BASEBALL TONIGHT /69
So the pitchers don't spit—it's still as American as apple pie

SUPER MAGNETIC NEO /72
The never-ending candy bar of platform games

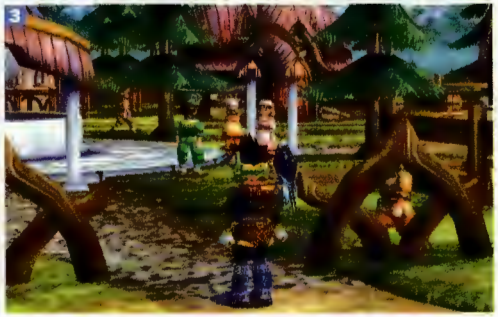
I-SPY ESPIONAGE /73
We go undercover with UFO Interactive's newest spyfest

Incoming!

All Dreamcast, all the time: planned releases for 2000

Tomb Raider IV Adventure	March	**Wacky Races** Racing	2nd Qtr
Nightmare Creatures 2 Action	March	**Jeremy McGrath Supercross 2000** Sports	2nd Qtr
MDK2 Action	March	**NFL Quarterback Club 2001** Sports	2nd Qtr
Resident Evil: Code Veronica Adventure	March	**Bust-A-Move 4** Puzzle	2nd Qtr
F1 World Grand Prix Racing	March	**Ecco the Dolphin: Defender of the Future** Adventure	2nd Qtr
Chu Chu Rocket Online	March	**Felony Pursuit** Action	2nd Qtr
Striker Pro 2000 Sports	March	**Deadly Pursuit** Action	2nd Qtr
Dead or Alive 2 Fighting	March	**D2** Adventure	July
Time Stalkers RPG	March	**Metropolis Street Racer** Racing	July
Rayman 2 Platformer	March	**Arena League Football** Sports	July
Toy Story 2 Platformer	March	**Jet Set Radio**	3rd Qtr
Draconus: Cult of the Wyrm Action	March	**Power Stone 2**	3rd Qtr
SF Alpha 3 Fighting	March	**Sega GT** Racing	3rd Qtr
Sword of Berserk: Guts' Rage Action	March	**Hydro Sprint** Racing	3rd Qtr
Virtua Striker 2 ver. 2000.1 Sports	March	**Armada II** Strategy/RPG	3rd Qtr
Grand Theft Auto 2 Action	March	**Half-Life FPS** Shooter	3rd Qtr
Street Fighter Double Impact Fighting	April	**Rush 2049** Racing	3rd Qtr
Tech Romancer Fighting	April	**Quake 3 FPS** Shooter	3rd Qtr
Maken X Action	April	**South Park Rally** Racing	3rd Qtr
Industrial Spy: Operation Espionage Strategy	April	**KISS Psycho Circus FPS** Shooter	3rd Qtr
Tony Hawk Pro Skateboarder Sports	April	**18-Wheeler Ampro Trucker** Arcade	3rd Qtr
JoJo's Bizarre Adventure Fighting	April	**Ferarri 355** Racing	3rd Qtr
Star Wars Episode I Racer Racing	April	**Castlevania Resurrection**	4th Qtr
Dream Roadsters Racing	April	**Black And White**	4th Qtr
Deep Fighter Strategy/Action	April	**Boarder Zone** Sports	4th Qtr
Gundam Side Story: 0079 Action	April	**Shenmue** Adventure	4th Qtr
4-Wheel Thunder Racing	May	**Planet of the Apes** Adventure	4th Qtr
Fur Fighters Action	May	**Evil Dead: Ashes to Ashes** Action	4th Qtr
Monster Breeder Sim	May	**WWF Game Wrestling**	4th Qtr
Space Channel 5 Music	May	**Marvel Vs. Capcom 2: New Age of Heroes** Fighting	2000
ESPN NBA 2Night Sports	May	**Spawn FPS** Shooter	2000
Space Invaders Arcade	May	**Super Magnetic** Neo	2000
Omikron Adventure	May	**Agartha** Adventure	2000
Gauntlet Legends Arcade	May	**V-Rally 2: CE** Racing	2000
ESPN Baseball Tonight Sports	June	**Stunt GP** Racing	2000
Seaman Sim	June	**Picassio** Action	2000
Dark Angel: Vampire Apocalypse Action	June	**Alone in the Dark 4** Adventure	2000
		Eternal Arcadia RPG	2000
		Phantasy Star Online RPG	2001
		Sonic Adventure 2 Platformer	2001

RPG Cliche #412: Oh, no! The bridge to the Crystal Caves is out! Two hours and a hundred battles later, your problem is solved by tiny elves.



1 Will *Grandia II* be online compatible? Probably not. Will it be multiplayer? Maybe. While most details are still hanging in limbo, it's easy to tell that *Grandia II* will be gorgeous—as evidenced above.

2 *Grandia II* takes the path less traveled: visible, onscreen enemies for minimum annoyance. Bravo, Game Arts!

3 The detail, the design, the colors...our hero, Rudo, marvels over it all. We're right behind you, buddy.

THE CAST OF GRANDIA II

You won't find any truly familiar faces in *Grandia II*. Instead, Game Arts has opted for a more mature-looking set of characters to populate its latest and greatest. We'll make the introductions...

RUDO & EAGLEY
The hero Rudo and his speaking avian sidekick, Eagley, are monster hunters from the town of Shurisen.

ELENA
The group's now-obligatory wispy healer. Elena serves as an apprentice at the church of Shurisen.

MIRACLE
A beastman with strength to spare, don't count on Miracle to cast spells to save your party.

LAUREN
No one knows for sure if Lauren is a boy or girl, so you can count on some surprises in the game.

MILENA
The requisite mysterious, leather-loving warrior mage of whom very little is actually known.

e story takes off from here. Players start with one character and may be joined by more as they progress. A party will include a maximum of four characters (it's too difficult to manage more than four members).

Q Are there any ties between this game and the original?

A The design concept in *Grandia* was quite ambitious for its time—in fact, it is only now that we can deliver its full potential. So we kept most of the original design, only it's executed in an even more gorgeous way! *Grandia* was really a 3D-oriented title, and since Dreamcast can handle three dimensions easily, players may find the game similar in spirit, at least, to the original.

Q How big is Grandia II in terms of hours of gameplay?

A Size doesn't really matter *[Um. Right. -Ed.]* but *Grandia II* is way bigger than the first game—and people said that the original was too big! The average playing time should be 40 hours. Considering that *FF VIII* can be cleared in 30, *Grandia II* will be *quite* long.

Q Will you still use the same combat engine from *Grandia I*?

A The battle system is the same, but now it delivers its full potential. Managing 2D sprites in real-time on the battlefield was innovative, but nothing in comparison to games now. Plus, we can offer dynamic camera moves and amazing magic powers.

Q Will there be plenty of secrets for us to uncover?

A Yes, the game will be full of them—to satisfy the most skilled players and to add fun. Of course, I cannot reveal any of them yet. And to release the game in the US, I have to see what elements will have to be changed—so if the development of an American version is decided, the game may be different in many aspects.

Q What advantages have you discovered in working with Dreamcast opposed to Saturn or PlayStation?

A Dreamcast offers more power,

Every special effect and visual trick in the book serves to make *Grandia II* a sight to behold.

1

2

a very friendly environment for developers, and good network gaming possibilities. However, I still have not found enough power to make my dreams possible. I've had to give up many features and ideas, but not because of Dreamcast—on PS2 or Dolphin, it'll be the same. Technology just moves slower on console. A game system lasts around five years, and during all that time you have to design to the capacities of the hardware. I think that the adequate technology will be available in about fifteen years, if evolution stays constant.

Q With companies like Sega and Squaresoft announcing multiplayer online RPGs, what's your opinion of online gaming?

A I WANT TO GO ONLINE! Game Arts has lots of good experience and much knowledge of networking—we can create an online game any time. The only problem in Japan is cost: a call is simply way too expensive (¥200 per hour). So that's why online games are selling poorly here. I really hope the US will put more pressure on Japan to make the cost lower.

Q What do you see as the future for DC RPGs, and how does Game Arts figure into it?

A It is very hard to make a RPG—it takes two years in development and heavy resources. There are less than ten Japanese companies (maybe five) who are able to develop an RPG, which will translate into a maximum of five or so titles a year. Game Arts is certainly the only major RPG developer for Dreamcast at this time.

Q Is there any word on possibilities of seeing a third *Lunar* game being released for DC?

A It is a rumor... Mmmm... A secret. I can't say anything, quite yet. I would like to, but that does not mean it will be released. I mean, I'm not the one who decides the line-up, but...

CHRISTOPHE KAGOTANI & FRANCESCA REYES

1 With a clear idea of just how far *Grandia II* leaps forward from its predecessor, this image of battle is enough to set us salivating.

2 "Hello, sir...sorry to invade your privacy and walk straight into your home while you're relaxing, but is it okay if we pilfer all your Herbs and Broad Swords from various chests and drawers around your house for free?"

IN BRIEF

PUBLISHER TBA **DEVELOPER** GAMEARTS **GENRE** RPG **PLAYERS** TBA **ORIGIN** JAPAN **ONLINE** TBA **DATE** TBA (US), SUMMER (JP)

+ Revolutionary graphics and character models, solid development team behind it – and it's long enough to satisfy

– Will it make it to the US in the right hands? Will the storyline be as innovative as the graphics?

BOTTOM LINE

This may well be the RPG to best Sega's own *Eternal Arcadia*; we're even willing to put money on it.

1

Grand Theft Auto 2

Bomb the Suburbs

In a move sure to delight paranoid mothers and misguided Republicans everywhere, Rockstar is bringing DMA's dirty, disturbing and hopelessly immoral car-jacking sim to DC. And true to form, the game is chock-full of senseless violence and gang-banging, allowing suburban white kids everywhere to live out their savage urban fantasies without even a *hint* of real danger.

Playing the game goes a bit like this: Drive to given destination, answer payphone, receive assignment, drive off to wreak havoc upon city. Luckily for fans of the original, the game's 70+ missions will be larger and more involving than the linear activities that comprised the original. These new missions range from jacking SWAT-team vans to performing bank heists to bombing rival gang turf—just the sort of stuff to liven up any rainy day in front of the tube.

Like the original, *GTA2* is viewed from an overhead, top down perspective, and playing the game is fittingly reminiscent of watching a car chase from the perspective of a *News 4* chopper. And while the graphics certainly won't make anyone fire off that pump-action shotgun, they're clean, high-res and overall quite effective (dig those lighting effects). The cities are also much more dynamic this time around, with ambulances, muggers and taxis swarming through believable streets. And the game's much-touted AI has these people reacting in realistic fashion: steal a taxi, and you'll be able to pick up some unsuspecting passengers (*read:* big 'tips').

The Boys in Blue are endowed with realistic AI as well (except they don't dunk donuts). Make a wrong move in front of them, and they'll hunt you down like a bloodthirsty... well, police officer. They'll even bring in the feds if things get out of hand. But don't despair. You can still pop plenty of caps in innocent candy-asses, run over old ladies and listen to lots of potty mouth. Think *Heat* meets *Lock, Stock in South Park*, and you'll have a decent idea of what *GTA2* has to offer.

Sorry, mom.

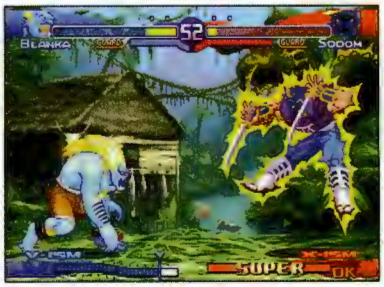
EVAN SHAMOON

2

1 While the lack of online play in *GTA2* definitely detracts from the overall package, one player action should match that of the PC original—most gamers will either love it or hate it.

2 While our audio-enhanced screenshot system has not yet been implemented, you'll have to trust us that DMA's patented 3D-sound engine (3DMA) is quite neat.

PUBLISHER: ROCKSTAR **DEVELOPER:** DMA DESIGN **ORIGIN:** UK **RELEASE DATE:** 2ND QUARTER **GENRE:** ACTION **PLAYERS:** 1 **ONLINE:** NO **ESRB:** TBA



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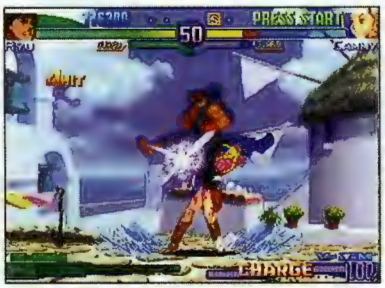
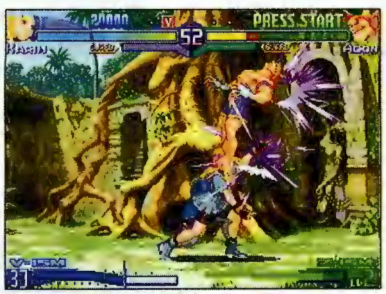
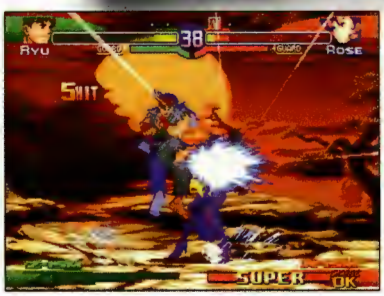
"STREET PERFE
– GAME INFORMER







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4-Wheel Thunder

Off-road, on target. Start yer engines!

The 'Thunder' in Midway's latest game title is no mistake. With its high-speed, adrenaline-fueled racing and its plethora of Boost capsules, *4-Wheel Thunder* is the closest thing that DC gamers will get—right now—to a sequel to *Hydro Thunder*. And while it's being developed by French programming wizards Kalisto (*Nightmare Creatures 2*), it's amazing that this isn't a port of a Midway arcade game.

With mighty impressive graphics and virtually no draw-in or pop-up even in early versions, *4-Wheel Thunder* is shaping up to the be the off-road racer to beat for 2000. Choose from a bevy of vehicles ranging from monster trucks to jeeps to dune buggies, and race on a variety of courses, both indoor and outdoor. Locations are spread across Canada, Corsica and Far West (the Nevada desert is apparently 'far west' when you're in France), with others likely to appear as different modes are completed.

Speaking of modes, *4-Wheel Thunder* has a bunch—including a highly customizable Practice Mode, Arcade Indoor and Outdoor Modes, and a Championship Stage. Don't be fooled by the fact that there are modes dedicated to Arcade play: with its unparalleled sense of speed and little need for the brake button, there's nothing simulation-like about *4-Wheel Thunder*. Expect plenty of arcade racing around hairpin curves and more shortcuts than a *Hydro Thunder* fan can shake a stick at.

We're keeping a close eye on this title and expect big things when it releases in May (the slowdown on some tracks should improve). Check back in **ODCM Issue #6** for our full **TestZone** review.

FRANCESCA REYES

1 *4-WheelThunder* offers a glimpse of something we rarely see: no pop-up in the distance.

2 Indoor arenas consist of much tighter and more constrained courses than outdoor tracks.

3 Monster trucks...my kingdom for a monster truck.

PUBLISHER: MIDWAY **DEVELOPER:** KALISTO **GENRE:** OFFROAD RACING **ORIGIN:** FRANCE **PLAYERS:** 1-2 **ONLINE:** NO **RELEASE DATE:** MAY

1 The enemies dress differently for every occasion. Cool. We don't.

2 A walk in the park with Roofus, the callous Scottish dog (looking for a place to lift his leg?). This game's got personality to spare.

Fur Fighters

The Artist Formerly Known as *Furballs*.

From the moment that screenshots began rolling into our cozy Brisbanian offices (along with a few straightjackets and prefilled syringes of morphine/Ritalin chimp-tranquilizing syrup), we have been utterly intrigued by Bizarre Creations' bizarre creation. The idea of handing cute-'n-fluffy stuffed animals guns ("*lots* of guns") and watching the fur fly is just the sort of thing that gets our **ODCM**-embroidered pants in an uproar. Really.

Fur Fighters is an action-platformer-adventure-game hybrid, in which players choose from a veritable toy chest full of armed-to-the-teeth plushies and roam across five different vast, polygonal landscapes—you know, like Caine in *Kung Fu*. And while guns will be blazing for much of the game (using Bizarre Creations' impressive shooting engine), there's a great deal of puzzle-solving and mini-questing to titillate thinking gamers, as well. *[Please excuse this story's duly-noted hyphen-fetish -Ed.]* Designers appear to have struck just the right balance between carnage and quest.

With ingeniously-implemented puzzles, an assortment of great mini-games (like machine-gun billiards), solid control, and a four-player deathmatch, *Fur Fighters* is coming along swimmingly—and it gets better each time we see it. Bizarre as it seems, this could be one of Dreamcast's best games of 2K.

EVAN SHAMOON

IN BRIEF

PUBLISHER ACCLAIM
DEVELOPER BIZARRE CREATIONS
GENRE ACTION/SHOOTER
PLAYERS 1-4 **ORIGIN** UK
ONLINE TBA **DATE** MAY

+ Great graphics, tight gameplay, and even a 4-way deathmatch.

− The deathmatch mode was a bit hard to control...but it was early.

BOTTOM LINE

Fur Fighters is nearing completion, and it looks brilliant. Can't wait.

www.DailyRadar.com

FE, FI, FO, FUM,

I smell the blood of an Englishman.
Be he alive or be he dead,
I'll grind his bones to make my bread.

This is a game of revenge. A dark early 1900s revenge where you'll battle against 20 different creatures using new fighting techniques, combination moves, and fatalities. A revenge that goes deep into 30 game sectors in 8 different worlds including subways, castles, sewers, cities (London/Paris), cemeteries, villages, and underwater.

A gory revenge. An extremely gory revenge.

Soundtrack by Rob Zombie.

MATURE M — Animated Violence, Animated Blood and Gore — CONTENT RATED BY ESRB

kalisto

Sega Dreamcast

PlayStation

KONAMI

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www.nightmarecreatures.com

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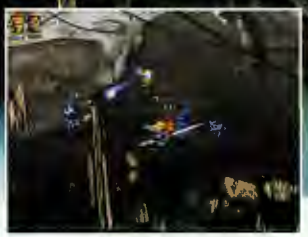

Marvel at vivid special effects, powerful magical spells, and the mighty weaponry that you'll acquire on your journey

Travel through hundreds of beautiful locations, rich in detail...and packed with danger

TEEN T CONTENT RATED BY ESRB

Sega Dreamcast.

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Terror grips the land...the evil and powerful sorcerer Silver has ruled the land of Jarrah for over 1,000 years. Now he has abducted the women for his own evil purpose. It's up to you to foil his plan. Take him on, as David, a simple hero on a quest to defeat the almighty Silver and rescue his beloved. Recruit allies, master swordplay, learn the art of magic, and venture through hostile worlds teeming with Silver's corrupt followers. Silver - begin the quest, become the hero.

spiral house

INFOGRAMES

www.silvergame.com

It's ten past five, and look at this road. Now, *this* is realism.

Metropolis Street

British boy racers prepare to storm the world: it's The Beatles again, with cars

From opposite ends of the Earth, English developers Bizarre Creations and Sega of Japan are powering up for one of the hottest battles of the summer. Each new screenshot that emerges looks crisper and more promising than the last. But as both titles strive for ultimate realism, they're also driving in very different directions.

While Sega GT should be an impressive sim, *MSR* seems a far more arcade-y affair. In fact, Bizarre have stressed that their title "isn't a car 'collect-'em-up'" and that they won't be adding "loads of cars unnecessary for the gameplay itself." Subtle.

Until recently, this sort of hype has been the only thing flowing from Bizarre—but they've finally floated some fresh info. First: all the main cars will be convertibles. Why? "Because they're cool." A decent range of manufacturers including Mercedes, Toyota, Ford, TVR, Mitsubishi, Renault, Audi and Opel will offer players significant options. And progression through the game won't involve upgrading your car, but simply buying a faster model.

With your own garage to manage, you can run up to six cars at a time. Choosing the right racer for each course is an important tactical element, and there's an option to try out various models before attempting to win a race. If the dry run is successful, you can then pick the color and number plate of your new car; flex your sense of style, so to speak.

More waxed-up, maxed-out wheels you won't find anywhere. Their features have been chiselled from the manufacturers' finest data, and real parameters shape every characteristic from wheel positioning and power curves to gear ratios and grip levels. The intense level of detail extends even to accurate dashboard designs and working brake callipers on the wheels. Bizarre

IS IT LIVE, OR *MSR*?

Thanks to Dreamcast's world-leading compression system and handy 8MB of VRAM, developers can now use high color, high-resolution textures straight from photographs. *Metropolis Street Racer* takes this technique to a new level, with the most accurate reconstruction of city streets ever seen in a game, right down to individual hedges and gardens. Spooky! (This realism stops at depictions of hoodlums breaking and entering, however.)

www.DailyRadar.com

'Cool Britannia' takes on a whole new meaning.

1

2

3

Racer

instead of haircuts.

1 Will the frame rate hold when the traffic gets heavy?

2 Depth of view is incredible. Here's hoping it stays that way in two-player mode.

3 A driver veers suddenly across the road, clearly unaware of the unmarked police car...

claim that handling is equally realistic, with cars brought to life by genuine telemetry.

But despite the quality of this automotive fleet, the true stars of MSR are undoubtedly the environments. Bizarre have used street plans, government survey maps, land usage data, topographical maps and over forty thousand photos to recreate famous areas within the cities of Tokyo, London and San Francisco. In San Francisco, for instance, they've chosen Fisherman's Wharf, the Financial District and Pacific Heights. In London, you'll tour Trafalgar, Westminster and St. James's Park. And Tokyo's attractions include Shibuya, Shinjuku and Asakusa—an intense mix of towering buildings and glowing nightlife (sorry, sushi not included).

So gradually, a few things are becoming clearer: but much of Metropolis remains dark. Of actual gameplay very little has been said, except that it's 'unique' and 'not the usual racer that people may be expecting'. But we're betting that with both GT and MSR looking so ridiculously fine, this point could well be the factor that clinches the race.

JOHN LEAVER

IN BRIEF

PUBLISHER SEGA **DEVELOPER** BIZARRE CREATIONS **GENRE** DRIVING **PLAYERS** 1-2 **ORIGIN** UK **PERIPHERALS** STEERING WHEEL **ONLINE** TBA **VMU COUNT** 40 **ESRB** E **PRICE** TBA

+ Near-photo quality graphics with highly detailed, shiny cars

The most accurate re-creation of city streets ever

– Simulation fans won't like the lack of car tuning.

Will gameplay live up to graphics?

BOTTOM LINE

A revolution in realism—big on classy convertibles, small on engine customization. A real contender for the DC's driving game throne.

Kiss Psycho Circus: Nightmare Child

KISS our DreamcASSts. Or your own.

When we finally got past the fact that they had nicked our lovingly self-bestowed nickname (Psycho Circus, not KISS), we suddenly realized what was going down—and how little sense it actually made. Third Law Interactive is attempting to do make a videogame...about KISS? What the McFarlane have they been smoking?' Our limp chimp minds just couldn't see it—until we saw it.

Quick-and-dirty storyline: a new evil is born, and players must collect the power of four Elders to stop it. Okay, so the concept's not rocket-science ('rock-it' science, anyone? Er, anyone?)—but it'll probably do the trick when you consider the throng of guns, monsters and general mayhem that's there to take the weight off of the plot's not-so-Herculean shoulders.

Players will visit factories, bars, cathedrals, libraries and—of course—a circus on their way through the game. And trust us, these environments are twisted, dark and twisted again for a nightmarish look unlike most anything we've come across. Think about it—demonized circus attractions? That's like molding mildew, for chrissakes—or Jim Rose, take your pick.

Aside from its absolutely bizarre sensibilities, what sets the game apart from most first-person shooters is the sheer number of enemies onscreen simultaneously—an absolute, panic-inducing horde. Thankfully, each character has a unique melee weapon and an 'ultimate weapon of mass destruction' for plowing through said horde.

Third Law is hoping to preserve the essential 'KISS experience'. And with four playable characters, loads of grotesque enemies and a completely unearthly overall look, they appear to be doing just that. And come on—find us another game with characters sporting the names Gasbag, Ballbuster and Arachniclown.

EVAN SHAMOON

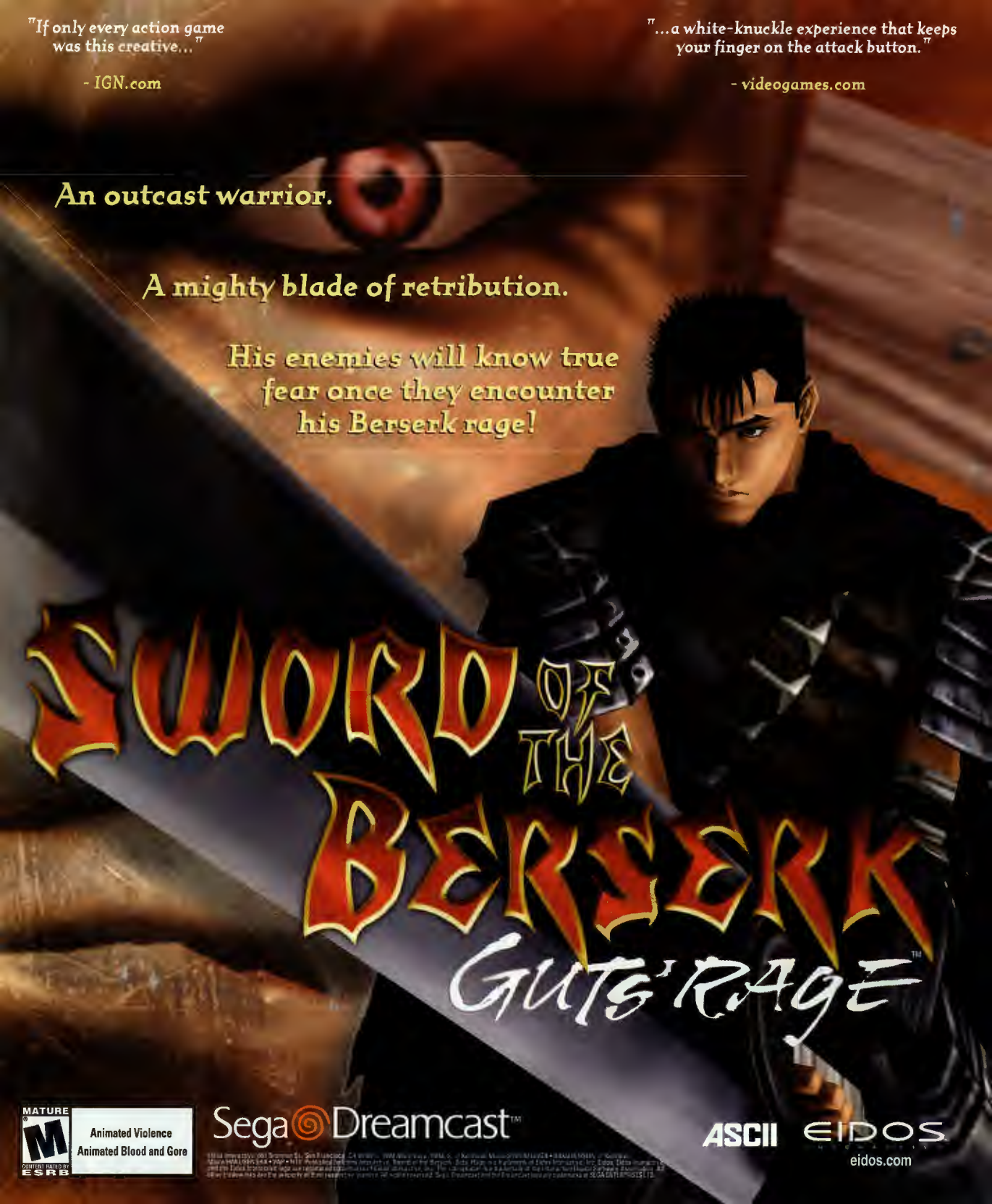
1 Even more frightening than Gene Simmons' tongue.

2 Gene Simmons' tongue. (Sheathed.) Gathering of Developers' new Todd McFarlane-inspired extravaganza uses an advanced version of the LithTech engine, which PC owners might remember was first used in the mech-anime FPS, *Shogo*.

PUBLISHER GATHERING OF DEVELOPERS **DEVELOPER** THIRD LAW INTERACTIVE **GENRE** FPS **PLAYERS** TBA **ORIGIN** US **PERIPHERALS** STEERING WHEEL **ONLINE** TBA **ESRB** E **PRICE** TBA

FEATURES:

- Hack and slash through more than 30 types of grotesque enemies, each with unique and fearsome attacks
- Fight in two combat modes (including the devastating Berserk rage), unleash powerful combination moves and wield four deadly weapons
- Over one hour of engrossing cinematic movie sequences utilizing enhanced in-game models
- Superb high resolution graphics with fluid combat animations


"If only every action game was this creative..."
- IGN.com
"...a white-knuckle experience that keeps your finger on the attack button."
- videogames.com
An outcast warrior.
A mighty blade of retribution.
His enemies will know true fear once they encounter his Berserk rage!
SWORD OF THE BERSERK
GUTS' RAGE
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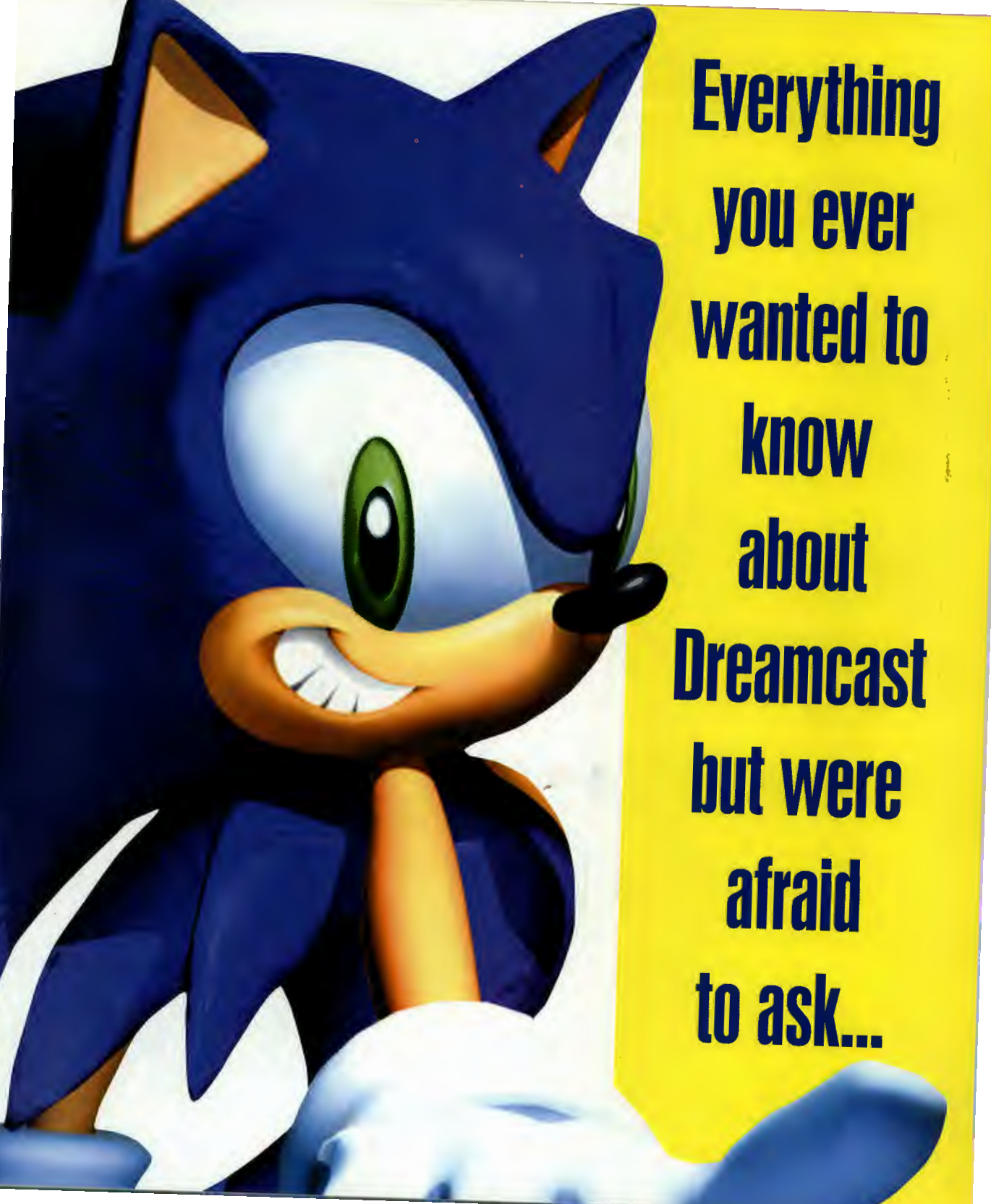
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You may now exhale.

- RECIEVED THE HIGHEST HONOR AT JAPAN'S 1999 AMUSEMENT MACHINE SHOW.
- "EXPECT IT TO VISUALLY OUTSHINE AYTHING ELSE AVAILABLE ON THE SYSTEM... IT SHOULD OFFER WHAT NO OTHER 3D FIGHTER HAS BEFORE." *Next Gen 9/99*
- THE MOST ADVANCED 3D POLYGON TECHNOLOGY EVER.
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We'll be surprised if this isn't a heart-stoppingly

You know you want it. You know it feels good. Okay, we're rubbing it in now. Sorry. Don't skater-hate, player-hate.

Tony Hawk's Pr

Aaaaaaaaaaaaawwwww. Yeeeeeeeeeeeeeaaaaaaaaaaaahhhhhhhh.

P*roblem:* Buckets of drool congealing around the **ODCM** office, collected from all of the mouths asking about the status of *Tony Hawk's Pro Skater* for Dreamcast.

Solution: Play early build of *THPS*. Front mad skills. Catch crazy air. Have lots of fun. Write further drool-inducing preview. Receive bomb-threats. Change name. Move to Canada.

While said drool tends to offend our highly-cultured sensibilities, the patented **ODCM** drool-measurement system has helped us determine that this is one of the most eagerly-awaited Dreamcast games, ever. Bar none. Let's see: in 1999, it was one of the year's best Playstation games (and by many accounts, one of the best PlayStation games ever made). And if things go according to plan in 2000, Tony Hawk should definitely be one of the best titles on Sega's console as well.

To be honest, we were expecting the Dreamcast version to be little more than a high-res port of the original game—a cost-efficient translation which would certainly have satisfied many gamers. But in much the same way that Neversoft's original masterpiece caught the gaming community almost completely off-guard, the folks at Treyarch are now looking to do the same with their 128bit debut. And after playing the game and talking to the team, we're more confident than a bikini-clad supermodel in an Alaskan singles' bar that they'll do just that.

After seeing what an incredible job Neversoft did with the original game, one might wonder what could be done to actually improve upon THPS. Well, in terms of gameplay: not very much at all. Gameplay and control mechanics will remain exactly the same as they were in the original—which is not necessarily a bad thing. More unfortunate, however, is the fact that no additional levels are being added to the DC version. While newbies will be over the moon, those who've already mastered the game might not be too happy about the lack of fresh material.

Instead, efforts are being made towards making Tony's graphics shine brightly, in both the way they look and the way they move. Having gained a great deal of Dreamcast development experience from its work on *Draconus* (see page 96), El Segundo, CA-based Treyarch has hired a huge art staff in order to achieve this goal as quickly as possible. And high-res models and textures, while they look nice, are only the tip of this visual iceberg. The polygons on the skaters themselves are being ramped-up to more than *triple* what they were in the original game, and an assortment of

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1 One thing that makes *Tony* so cool is its platformer-esque feel. And short, fat Italian plumbers can't grind like the Hawk.

2 Unlike the 32bit version (and our offices), you can now see through those windows in the background. Sick move, eh?

3 Sorry. Can't write this caption. Playing. Do not disturb. Ever.

o Skater

Tuesdays With Tony, Dreamcast style.

Dreamcast-specific special effects are being thrown into the mix as well. Inject a locked 30 fps framerate, improved draw-in distance, better lighting effects and VGA support, and we'll be surprised if this isn't a heart-stoppingly lovely effort. Treyarch is even adding some extra animations for the skaters themselves.

In the end, however, *Tony Hawk's Pro Skater* is all about feel. Assuming that the graphics live up to Treyarch's lofty promises (not everything had made it into the early version we played), the most crucial aspect of the developers' task is to retain that wonderfully intense, intuitive experience that Neversoft originally pulled out of its magic sideways Birdhouse baseball cap. If the final stages are executed correctly—as we're betting our buckets o' wet stuff they will be—this game could bring wide, gaping (*read:* Grand Canyon) smiles to the faces of many a Dreamcast owner. Commence drooling.

EVAN SHAMOON

IN BRIEF

PUBLISHER CRAVE **DEVELOPER** TREYARCH **GENRE** SKATEBOARDING **PLAYERS** TBA **ORIGIN** US **ONLINE** NO **DATE** JUNE 2000

+ An improvement upon one of the best games we've ever played. And the graphics kick.

− No added levels is a bummer if you've already played Tony to death.

BOTTOM LINE

If Treyarch can smooth out the control and pull off the what it claims it will, this could be a game for the ages. We're hooked already.

ESPN Baseball Tonight

If you build it, we will come.

If you've already read our interview with Giants slugger Barry Bonds on page 30, you're aware that ESPN and Konami are teaming up to create the essential Dreamcast baseball game. And while the jury's still out, the early version we saw certainly looks promising—these guys *are* sweating the details even more than we're sweating that girl from the "nacho cheesier" 3D Doritos™ commercials.

So far, the best part of the game is said details (the sweated ones). Pitchers will have twelve different pitches that can be modified via the analog stick, and every player in the game, from face to wristband, is modeled after his respirating counterpart. Gary Sheffield will waggle his bat at the plate, and Mr. Bonds will snatch pop-flies out of the air. And with a thousand animations promised for the final version, these players should move as well as they look—with all movement captured by a Smart Cam, which adds a dramatic feel to the proceedings.

Even the stadiums are getting the full treatment, with all major league parks being reconstructed down to the most minute details (including the requisite popcorn vendors...no, we're not kidding). Complete with high polygon models, a smoother-than-your-favorite-smooth-thing framerate (*yeah* 60 fps), and hot designers working 'round the clock, *ESPN* should be a big hitter. And with Sega's superb *World Series Baseball* hovering not too far in the distance, it had better be.

EVAN SHAMOON

1 ESPN is clearly making it clear that this is clearly an ESPN game. My boy's got wicked ups. Clearly.

2 "You're holding the bat from the wrong end, jackass." *–The Catcher*

3 Nothing quite like a cleat to the ankle to get your day started right.

PUBLISHER KONAMI **DEVELOPER** KONAMI **GENRE** SPORTS **PLAYERS** 1-4 **ORIGIN** US **ONLINE** TBA **ESRB** E **PRICE** TBA

YOU MAY LAUGH IN THE FACE OF FEAR.
BUT IT'LL BE A NERVOUS, UNCONVINCING LITTLE LAUGH.

RESIDENT EVIL
CODE:Veronica

HKT-7801

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Sega Dreamcast
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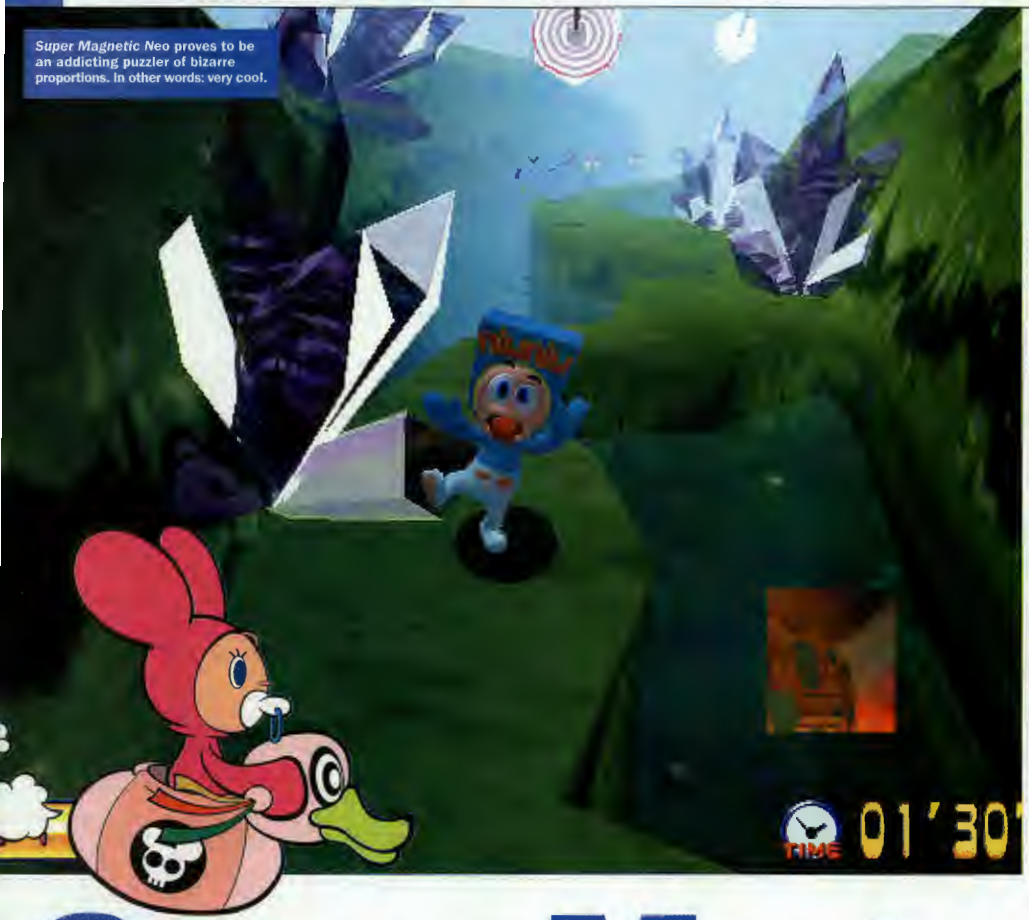

Super Magnetic Neo proves to be an addicting puzzler of bizarre proportions. In other words: very cool.

1 Watch...as Neo fearlessly gets dragged about by his head!

2 Gasp...in horror at the sight of your toddler-age tormentor!

3 Thrill...to the sights, sounds, and smells of PaoPao Park!

Super Magnetic

Move over Sonic, there's a new...um...magnet-like-mascot thingie in town

With the platforming genre getting a good shot in the arm thanks to the impending release of *Rayman 2*, Crave is set to unleash its own uber-quirky mascot on the sadly unwitting US public—with its up-and-coming darling, *Super Magnetic Neo* (*Super Magnetic Niu Niu* in Japan). Bright, colorful and wacky, *Neo* can best be described as a sugar junkie's trip to bountiful. Addictive gameplay, outlandish premise, and no apparent end to the candy bar.

The game is set in motion by the not-so-idle threats of an evil and angry toddler (complete with the skull 'n crossbones pacifier that you'd *love* to buy your niece or nephew). He's dead set on taking over the world...starting with PaoPao Park, a futuristic theme park where our magnetic robot hero, Neo, and his scientist mentor, the Doctor, make their homes. To keep the world from turning into Junior's chew toy, the Doctor sends Neo, his proudest invention, out to defeat the toddler and (of course) to visit a few bonus rounds along the way.

So, what separates Neo from other platformers? Besides its obvious sense of cartoonish style, Neo also possesses an incredibly unique set of skills that players must master in order to collect the required goodies and survive each level. The main skill in question is Neo's ability to 'polarize' different magnets by using his 'head', so to speak. Magnets are colored either pink or blue, and depending on the color, you must choose either your pink or blue magnetic field (each creates a circular shield around Neo for a limited time) in order to launch Neo into the air, swing him across cavernous chasms or pull him along a pseudo-flywire. The result is a tricky but engaging trip through over 20 levels, each packed with its own sly selection of secrets, enemies and puzzles.

Enemies are yet another challenge. You can either push them away with your forcefield or transform them into small explosive 'boxes', which you can carry along and throw at obstacles or other enemies whenever necessary. In some areas, you'll need to capture and 'box up' your foes and then toss them at roadblocks (walls and such) in order to create bridges to the next area. Your strategy will depend on determining which forcefield (pink or blue) will affect which enemy. You'd better think fast, and be prepared.

And of course, there are plenty of secrets and goodies to collect on your way through the game. This is where the VMU comes in handy, emitting a 'beep' every time you come close to a secret item (which looks a lot like a cactus with a face—hence the 'wacky' in this game's description). Secret items

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1 Don't call it a "sidescroller!" Instead, call *Neo* a "whimsical 3D platformer with spunk."

2 Every world in *Neo* features a boss that will test your skills.

3 Feel a little woozy? Need some down time? Take a trip through the level hub in *Neo* for a break.

All the trademark platformer cliches are in place for *Neo*, but with quite a few new twists.

Neo

increase your chances at receiving better rewards at the end of the level and, ultimately, the end of the game.

With Crave at *Neo*'s helm, you can be assured that there will be plenty of tweaks and changes made to the original. The release of the Japanese version was met with real enthusiasm, but it was tempered by a heavy dose of frustration at high-difficulty levels. Gamers who've managed to try their hands at the import version will be glad to hear that Crave is committed to making the US *Neo* faithful-but-improved when it hits US shores. Expect more rewards and even new items (such as invincibility power-ups) to help you through some of the tougher sections of the game.

After playing through the import, we can't wait to get our hands on the US *Neo*. Platform fans with a penchant for battling evil toddlers (i.e., everyone) should definitely keep an eye out for this game when it releases in the coming months.

FRANCESCA REYES

IN BRIEF

PUBLISHER: CRAVE **DEVELOPER:** GENKI
GENRE: PLATFORMER **ORIGIN:** JAPAN
PLAYERS: 1 **RELEASE DATE:** JULY
ONLINE: NO

+ Classic, addictive platforming goodness packed within. Character and level designs are unique

– Level of difficulty in the Japanese version needs some adjusting. And is it TOO wacky?

BOTTOM LINE

With a few tweaks, this game could be the compulsion-provoking surprise hit of the summer. It's absolutely magnetic.

Industrial Spy: Operation Espionage

UFO shows its softer side in a follow-up to *Seventh Cross*

What happens when you cross the strategy genre with a company known for character-driven, off-beat titles? Well, a lot: but this result is an intense, mission-based game called *Industrial Spy: Operation Espionage* (*Espion-age NTS* in Japan). Not for the casual gamer, *I-Spy* aims to challenge expert strategists by forcing players not only to manage a party of up to four secret agents, but to beat the clock in order to complete each game.

The set-up: you control a handful of characters chosen before the mission begins, each with an area of expertise ranging from computer hacking to lock-picking. After learning your objective, you'll creep through corridors and rooms visible on one main screen, and up to three side screens in order to direct each character through a complex series of instructions.

After completing a mission, you distribute the awarded points among each character's set of special skills. 'Increasing skill sets' means that you'll have a better choice of characters to utilize in later missions. For example, you can use points to boost the hacking ability of the lockpicking expert, Ling, so that you won't have to rely on the team's main hacker, Gabriel, for every computer-ific crisis. This feature adds a subtle roleplaying feel to the game's otherwise straightforward strategy-type gameplay.

Add an increasingly tough slew of missions, stylish anime-type character designs, and the fact that each assignment will change (in terms of area layout, as well as item and character locations) every time you play through, and *I-Spy* could very well be a niche game to be reckoned with. With a release date in April, enthusiasts would be well-advised to give it a look. Check **TestZone** for an in-depth review in our next issue.

FRANCESCA REYES

1 The screen in *I-Spy* shows up to four different team members as they crawl, hack, and lockpick their way to the mission goal–all under your command!

2 Expect some surprises in *I-Spy*. Mission briefings will get increasingly complex as the game progresses, with different assignments overlapping once the plots begin to twist.

PUBLISHER: UFO INTERACTIVE **DEVELOPER:** NEC **GENRE:** STRATEGY/ACTION
ORIGIN: JAPAN **PLAYERS:** 1 **ONLINE:** NO **RELEASE DATE:** APRIL

"...Viciously entertaining blend of fantasy and action..."
Official Dreamcast Magazine
"...the slasher that die-hard action gamers crave..."
IGN Dreamcast.com
"A great looking sword and sorcery epic with a deep combat system and a strong RPG flavor..."
NextGen
Draconus™ Sweepstakes OFFICIAL RULES
(25) First Prizes: MP3 Player. (ARV $250.00 each).
5. Prize Conditions. Potential Grand Prize winner (
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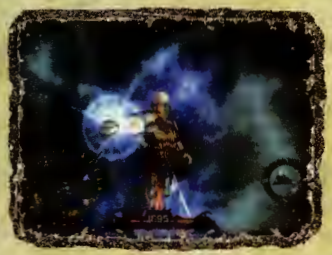
DRACONUS™
CULT OF THE WYRM



15 levels featuring dynamic lighting and smoothly integrated indoor and outdoor locations.

Over 30 fierce enemies including incredibly detailed archenemies like the Insect Queen and Dragon Lord.

Play as a warrior or sorceress and take advantage of their unique abilities.

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First Prize (25)

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Sega Dreamcast.

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TEST ZONE

Cute girls in midriffs, big guns, and a spiffy Leonardo-alike for the ladies...what more do you want? Money? Fame? Respect? Take a number and get in line. We'll settle for *RE:CV*.

Cover Story

Resident Evil: Code Veron

"Fran, go home. Put the controller down. Come on, now!

It's a great time to own a Dreamcast. Games like *MDK2* and *DOA2* are sitting pretty on store shelves (if they're not sold out, that is)—but something even lovelier is lurking. Meet Capcom's long-awaited gem, *Resident Evil: Code Veronica*. The fourth in the survival horror landmark series that began its life on PlayStation, *RE:CV* succeeds in supplying everything gamers could possibly want from a next-generation sequel—and more.

Clocking in at over 20 hours of gameplay (for a pro), players are reintroduced to Claire Redfield—the fiesty, female half of the Redfield duo—who has managed to land herself in a heap of trouble. After learning of a secluded Umbrella Lab island outpost where she believes her brother may be stranded, Claire is captured and imprisoned. As the game begins (with a stunning intro that makes the most of every action flick cliché in the book), Claire is released by an enigmatic Umbrella guard only to discover that the island has turned into a surreal feeding ground for mutants and zombies.

From then on, it's a race not only to escape the island but to unravel the mystery that has been nipping at gamers' heels since the *RE* series began: What the hell is Umbrella up to, anyway? As Claire is drawn deeper and deeper into the twisted system behind it all, she meets several equally stranded souls: Steve Burnside, a young man with a mega-ton chip on his shoulder and the fire-power to back it up; and the ever-lovable Ashford twins, a mysteriously lethal set of siblings who're hell-bent on Claire's destruction.

The cast of characters doubles once Chris arrives on the scene, to usher in a few familiar faces that will surely be recognized by veteran Raccoon City junkies. In a way, it's this sneaky nod to earlier *RE* games that makes *CV* such a treat for fans; it often seems as if you're in on a joke that newbies won't be savvy enough to understand.

And through the interactions of this solid cast, a strong—but bizarre—storyline emerges, illuminated through a series of amazingly detailed

Simply put, no DC gamer should be without it.

1 Tentacle fans can rest easy. There's plenty of grasping greenery to greet enthusiasts; just don't expect them to receive a warm welcome from Claire or the rest of the gang.

2 Those Lugers are just a cover for this poor monster's real nemesis: Steve's painfully wimpy whine. "I'm Steeeeeve. Dooon't come any clooooser or I'll shoooot yoooou..." Egads, somebody put a muzzle on him.

ica

It's 3 AM!"

cinemas interspersed throughout the game. Using both CG cinemas and realtime polygonal movies to slowly reveal *RE:CV*'s plot, this shift between story and gameplay is flawless. At times, the realtime movies even outshine the CG cinemas—exposing the graphics engine's real muscle on Dreamcast.

On top of its cinematic thrills, *RE:CV*'s impeccable graphics and spot-on lighting effects propel the game easily past its predecessors. Whether you're creeping through a dark courtyard with only a dim lightbulb to show you what lurks in the shadows, or the lush red hues of the rugs lining a mansion's eerie hallway, *RE:CV* looks so deliciously deep it's difficult to believe that every environment is rendered in polygons instead of the age-old CG backdrops.

But graphics can only take you so far. Lucky for us, Capcom follows up *RE:CV*'s graphical punch with some very solid gameplay. Stretched across two GDROMs, the game successfully sidesteps some of the problems found in earlier chapters of the series. Similar to *RE2*, *RE:CV* allows gamers to play as both Claire and Chris, but the main difference between the two games is that *RE:CV* features one massive adventure, rather than two separate but similar games, where both characters must cooperate to survive.

It's like this: once you come to a certain point in Claire's game, you'll have to assume control of her brother, Chris, in order to meet up with and save Claire. And it's this feature that gives the game such remarkable depth. Every area that you travel through as Chris is

Welcome to TESTZONE

Writers! How We Love 'em!

Here at the Official Sega Dreamcast Magazine, we believe that the best things in life are free (or $7.99). That is why, each and every month, we use this space to single out some of our favorite contributors for special attention—instead of paying them. No stalking, please.

CORD 'READING IS FUN' BARRETT SMITH
Case No. 5668.36
Wanted for: reviewing games with giant robots in them; buying a wheel that costs more than the actual game to play *Crazy Taxi*; teaching real kids how to read and write.

ANDREW 'BACKSTREET' KAUFMANN
Case No. 9832.13
Wanted for: hanging out at malls telling women that he's a member of a well-known boy band; trying to use 'movie-like' more than four times in one review (see *Carrier*).

NOAH 'JUMP PACK' MASSEY
Case No. 8712.52
Wanted for: spending too much time 'reviewing' our peripherals (especially the vibrating kind); listening to 'dance' music; pretending he's playing *Sega Rally 2* on the non-virtual roads.

DAN 'CROISSANT' EGGER
Case No. 2541.08
Wanted for: associating with armless, legless French game mascots and loving it; trying to swipe ODCM's sole *Get Bass* fishing controller; being a PlayStation online editor.

EVAN 'HOLLYWOOD' SHAMOON
Case No. 72624120.87
Wanted for: hobnobbing with the likes of Barry Bonds and 311 and passing it off with 'it was nothing'; writing *way* too many reviews than is normally healthy for an editor—or person.

What Scoring Means to Us ...

... but we don't need your pity, thanks. We mark out of 10. When we believe a game is just average, we give it—you guessed it—5 out of 10. If its appeal is aimed directly at fans of either its genre or its series but is not something that will be enjoyed by everyone, it gets 6 out of 10. See, you deserve a system that uses the whole range of marks, and not just those above 7! At right is a guide to how we rate.

For those of you who can't be bothered to read (suggestion: stop wasting your money on magazines), an 'in brief' box is provided which delivers the review's essential nutrients without requiring exertion on your part—a bit like a review smoothie.

10	instant classic
9	phenomenal
8	excellent
7	good
6	for fans
5	average
4	mediocre
3	flawed
2	very weak
1	embarassing

Dream Game Award

With Dreamcast's promising software lineup, we won't be hard-pressed to pick a game every issue that goes above and beyond the call of greatness. For this singular type of game, we've concocted our special award: the Dream Game Award. The title that gets this guarantees a good time no matter who you are or what type of games you like to play. An essential purchase!

FYI: Small print somewhere in this mag secures your legal agreement to buy all Dream Game Award titles immediately.

If you already see this in your nightmares, you're *really* screwed, now.

1 "Jeeze, Chris, I don't think we're in Raccoon City anymore." The Redfields pair up on more than one occasion in the game.

2 While some of the puzzles within *Code Veronica* may not make the most sense, hardcore *RE* fans won't mind it a bit. But, *RE* virgins might emerge with a bone to pick.

3 Crystalline lighting effects and some serious zombie action combine for one heck of a screenshot. Are we right?

HALF-LIFE?!

Secrets. What *RE* game would be complete without them? *Code Veronica* serves up its hidden goodies in the form of Battle Mode, giving gamers a chance to check out the zombie-filled action from either a third-person or first-person view. With three initial playable characters to choose from to blast your way through, every time you race the clock in Battle Mode you'll receive new booty to use in this special game. And what else is waiting to be discovered within the main game? Check out our **How To** strategy guide to find out for yourself!

markedly different than it was when you visited it as Claire, and you'll even open up new and previously locked environments, weapons and enemies.

At a certain point in the game, we simply had to pause in amazement at how *RE:CV* can so continually manage to surprise and delight. But of course, the whole *RE* series has been popularized for these singular gaming 'moments' (remember the first time those disfigured dogs crashed through the window in *RE1*? Or how about the first time you stared down Tyrant as he slammed through the hallway roof in *RE2*?), and *RE:CV* manages to push the limits further.

Unfortunately, good voice acting is still one of those limits that has yet to be pushed. While *RE:CV* has a few above-par actors onboard (most notably the voice actor of the Umbrella guard who frees Claire), the whiny, nasally grate of Steve Burnside has the power to destroy large nations and small planets. You may think we're kidding, but we're not. And although the B-movie camp of *RE*'s bad voice acting has become the standard to meet within the survival horror genre (Sega's *House of the Dead 2* being one of the guilty groupies), it's only a matter of time until the chintzy voice acting becomes a significant detraction—especially as these games get more and more realistic. Fortunately, the cinemas and storyline are so well-directed, well-paced and well-executed that many of the crap vocal bits can easily be attributed to this B-movie bug.

The fan camp is definitely split between gamers who adore the series' thrilling, spooky storyline and those who enjoy blowing a mile-wide hole in a zombie's torso, but *RE:CV*'s leap to DC definitely favors the first group—the jump in actual gameplay mechanics is minimal,

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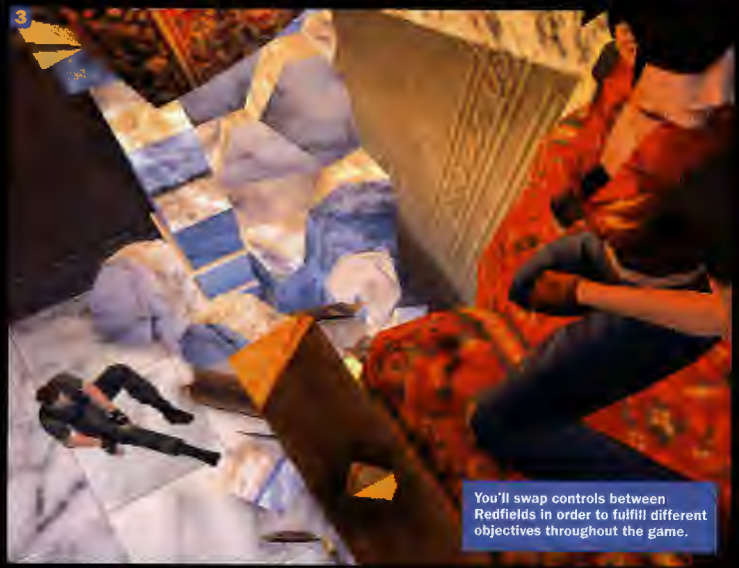
Capcom follows up *RE:CV*'s graphical punch with some very solid gameplay.



You'll swap controls between Redfields in order to fulfill different objectives throughout the game.

and not terribly gratifying.

Players will still find themselves controlling Claire or Chris in the same manner as in any of the former *RE*'s. These animations might be rendered in higher resolutions, but they're still the same wooden-seeming character models that they've always been (who would have guessed that a dressmaker's dummy would be so good at fighting evil?) Add to this the wacky, *RE*-patented illogical puzzle solutions, and you'll find that while the game is longer, more involving and a hell of a lot prettier, *RE:CV* is still the same formula at its core—only it's wrapped in the fanciest paper you've ever seen, with ribbons and bows a-bristling.

In addition, the pace slows down considerably during Chris' adventure. Though the game picks up again, it's difficult to forego the helpful plot-revealing cinemas and other story-related goodies that you got as Claire, and to plod through without so much as a cut-scene in sight.

But who's complaining? Until gameplay in adventure titles makes a significant move to the next level of interactivity and depth, Capcom's *Code Veronica* is the gleaming pinnacle of adventure perfection. *RE:CV* shows what a game company can do when it matches the power of a new system with loads of talent and a cast of memorable characters. Far and away, *RE:CV* is the best game for Dreamcast we've seen: and simply put, no DC gamer should be without it.

FRANCESCA REYES

1 "Don't peek! I mean it! Don't take off the blindfold or !!!... Oh, hell, he's dead!" Yet another violent and gratuitous Pin the Tail on the Donkey casualty, blatantly glamorized in a game.

2 Zombies come in all shapes, sizes and manners of transport. They'll literally crawl to you if you're not paying attention.

IN BRIEF

PUBLISHER CAPCOM **DEVELOPER** CAPCOM **GENRE** ACTION/ADVENTURE **PLAYERS** 1 **ORIGIN** JAPAN **PERIPHERALS** JUMP PACK **ONLINE** NO **VMU COUNT** 11+ **ESRB** M **PRICE** $49.99

+ Perfect B-movie camp storyline; hi-res graphics, effects to die for

Involving gameplay twice as long as any previous *RE*

− Voice acting ... the last frontier

Games this good shouldn't end (sob).

BOTTOM LINE

The first truly epic adventure for Dreamcast, *Code Veronica* does for adventure games what Namco's *Soul Calibur* did for fighters.

Official Sega Dreamcast Magazine **Score 10** out of 10

Wild Metal

... dull plastic

Be warned: much like speed metal, it's not for everyone. Rockstar's futuristic tank title incorporates vast environments, dead-on physics, and superb 3D sound—so if you're a tank fan, it's not a bad game to play on a rainy day. Gameplayers choose one of five tanks and fight through 19 stages spanning three spacious (albeit similar) worlds, battling different types of enemies. Control is tight and intuitive (with a slight learning curve), and gameplay is strangely—if not wholly—satisfying. Hilly terrain will force gamers to strategize on the fly and to seek higher ground in a variety of creative ways, leading to hours spent figuring out how to reach the tops of peaks for a really good battle.

Unfortunately, beneath the game's effective light-sourcing (which is impressive in night missions), the environments in *Wild Metal* remain inordinately bland. Structures are limited and, sadly, indestructible—Rockstar and DMA could've taken some tips on interaction from Activision's nihilistic *Vigilante 8: Second Offense*. And an assortment of crisp sound effects can't counter the lack of in-game music.

So while the two-player mode might please hardcore tank gamers, most will probably come away unimpressed. *Wild Metal* could have been notable: but as it stands, there's not much to be "wild" about.

CORD BARRETT SMITH

PUBLISHER ROCKSTAR GAMES **DEVELOPER** DMA DESIGN **GENRE** HOT TANK ACTION **PLAYERS** 1-2 **ORIGIN** UK **PERIPHERALS** JUMP PACK **ONLINE** NO **VMU COUNT** 30+ **ESRB** T **PRICE** $49.99

Official Sega Dreamcast Magazine **Score 5** out of 10

PERIPHERALS

Interactive Battle Chair

Think you're getting the most out your DC ? Wrong! Your nice new stereo TV and surround-sound speaker system can't begin to deliver the immersive sound-scape that the Interactive Battle Chair provides. Sure, it costs more than your DC—but you're getting a complete speaker system sealed inside an ergonomic, starship-style chair that easily plugs into most home stereos. Inside the sturdy construction, two 5 1/4" three-way drivers are positioned on either side of your head, and an eight-inch woofer points inward to create enough bass to vibrate your eyeballs. At the base price you get only the chair, but go for the deluxe package, and a really nice Yamaha surround-sound processor and amplifier is included. Other goodies (at $80 a pop) include a seat cushion and action trays. To get more info, check out www.battlechair.com or Hunsaker at (805) 650-0065.

COMPANY HUNSUKER **AVAILABLE** NOW **PRICE** $299 - $499

Official Sega Dreamcast Magazine **Score 9** out of 10

"So stop what you're doin', 'cause DOA's about to ruin', the rhythm and the style that you're used to..."

Dead or Alive 2

The most fun you can have with both hands.

Playing as many videogames as we do, it takes something pretty damn impressive to *really* push our (four fruity-colored plastic) buttons. To make us (press) pause to sniff the fresh-cut silicon. To compel us to set aside our bananas and, wiping our gaping, simian jaws, render our vocabulary completely useless and limited to the word "whoa." Every so often, however, a game comes along that does just that—surpassing even our wildest, craziest, nerdiest expectations. *Dead or Alive 2* is one of these games.

DOA2 fuses the best elements of all the finest fighting games, works them into its own unique engine, and dolls them up like a farm-fresh, grade-A, double-D supermodel. In many ways, it's a cross between the reigning champions of 3D-fighting—combining the accessiblity, power and speed of *Tekken*, the stunning graphics and fluidity of *Soul Calibur*, and the deep, well-balanced fighting engine of *Virtua Fighter*. And while it's not quite as ground-breaking as Capcom's under-appreciated *Power Stone*, *DOA2* does hand-to-hand combat as well as any game we've ever played. Period.

Gamers familiar with *Dead or Alive* will feel right at home with this well-endowed sequel. While its feel is similar to that of its forefather, *DOA2* has fixed the original's reversal/counter-heavy gameplay by making these moves more difficult to perform, but still simple enough to be used practically in the heat of battle. Fighting is of the move/countermove variety, and matches often become beautiful, balletic performances. It's a great mix of fixes, combining cunning, deliberative strategy with that primal urge to simply beat the living Stove-Top® out of an opponent (*read:* "My place at six, your place at eight!").

And because matches take place on multi-tiered arenas, fighters can get thrown off ledges, over railings or through windows, and continue the brutality down on the next plane—and they can also be launched into rocks, walls and columns. Mastering the environment and the third dimension thus becomes essential to playing the game, and takes the dream of a true beat-'em-up, beat'em-down, drag-'em-out fighting game one step further.

Tecmo has done a wonderful job of porting the gorgeous NAOMI arcade miracle over to Dreamcast. *DOA2* is positively *arcade-perfect*—every polygon, pixel and pink lace pantie from the original has made its way into the Dreamcast version, all moving along at a smoother-than-silk-(panties) 60 fps. The fighting roster boasts twelve beautiful brawlers, most of whom appeared in the original—and they all look and move better than ever. And not only are punches, kicks and pile-drivers embued with bone-jarring realism, but combatants' *reactions* to said wallopings are equally impressive. When a male character takes a smack to the face and a boot to the groin, for example, he'll grab his face, stumble back, and crumble to the floor. Good

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1 This game's got more panties than that Fall '97 Victoria's Secret catalog you've got stashed under your bed. You know, the one with Frederique on the cover in that skimpy little—er, sorry.

2 'That's what happens when ya give another man's wife a foot massage.' No, but seriously—how cool is THAT?

3 If we ever get our asses kicked by a beautiful girl, that's exactly how we want it kicked. Far worse ways to take a beating, we figure.

4 Hulk Hogan dopplegangers. Shiny, reflective body-suits. Graphics to die for. DOA2: definitely not DOA.

Dream Game Award
Official Sega Dreamcast

stuff—erm—says Fran.

On the Modes front, *DOA2* is jam-packed (Dark Helmet: "*Rasberry!*"). In addition to the 'Story Mode' (melodramatic and nonsensical, but altogether beautiful), Team Battle, Sparring, Versus and Time Attack, the DC version has a four-player tag-team feature that rounds out the package quite nicely. Players select a two-man team and battle against another duo, and while only one member of each team fights at any given time, certain combinations of fighters can perform some amazingly cool double-team moves (where both players appear onscreen to perform a crushing attack).

DOA2 has won our hearts. It doesn't have the value-added mission mode of *Soul Calibur* or the true 3D gameplay of *Power Stone*, but it *more* than makes up for these deficiencies in so many other ways. Bravo, Tecmo.

EVAN SHAMOON

Official Sega Dreamcast Magazine **Score 10** out of 10

IN BRIEF

PUBLISHER TECMO
DEVELOPER TECMO **ORIGIN** JAPAN
RELEASE DATE NOW **GENRE** FIGHTING
PLAYERS 1-4 **PERIPHERALS** JUMP PACK **ONLINE** NO **ESRB** E
VMU COUNT 7 **PRICE** $49.99

\+ Mind-blowingly epic. Stunningly, jaw-droppingly stunning. And every other absurd videogame cliché you can think of.

Deep fighting engine that will provide some serious long-term value.

Hot chicks. Dood.

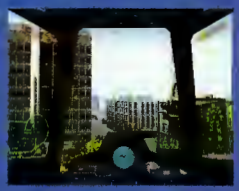
\- Hmmmmm .... still thinking.

BOTTOM LINE

If we were stranded on a desert island with only one Dreamcast fighting game, that game would be *DOA2*.

Gundam Side Story: 0079

The Japanese have enjoyed it for more than 20 years—now it's our turn



Starting from a single Japanese television show, the Gundam universe currently spans eight television series, eight movies, four original videos and countless novels, comics, model kits and video games. *Gundam Side Story: 0079* is the most recent—and graphically impressive—incarnation of the series to date.

Heating up tensions between Zeon forces and the Federal home team, the game unfolds in embattled Australia, where you, as Lieutenant Rayer, don your mobile suit and take on the Zeon forces and command three other team members. Once you've been briefed on your mission, checked your e-mail and configured your mobile suit, you can head to the front. The plot is immersive, and the voice-acting never sinks to the B-movie domain. Best of all is the sense of scale: never has a game so accurately conveyed the feeling of controlling such enormous machinery. Minor annoyances appear (leaving the field results in mission failure), and nine missions aren't a lot—but fine detailing and faithfulness results in a tasty, satisfying mech meal.

CORD BARRETT SMITH

PUBLISHER/DEVELOPER BANDAI **GENRE** MECH SIMULATION **PLAYERS** 1-2 **ORIGIN** JAPAN
RELEASE TBA **PERIPHERALS** JUMP PACK **ONLINE** NO **VMU COUNT** 6 **ESRB** T **PRICE** $49.99

Official Sega Dreamcast Magazine **Score 7** out of 10

PERIPHERALS

Concept 4-Wheel

Breathe a sigh of relief: Interact's Concept 4 Racing Wheel is now available. The company has earned a good reputation with its multi-platform V3 Racing wheel, and the Concept 4 for DC is based on this original versatile design. Adjustable to fit drivers of any size and affixable via clamps and suction cups (included), it can be used comfortably just about anywhere. It's easy to customize steering sensitivity, by using one of three presets or by moving the turning radius to any degree. Down notes? Resistance to turning the wheel could have been stronger; foot pedals pop up thanks to lack of a good base; gas and brake levers on the rubber-coated wheel are sharp metal. Still, it's one of the better wheels out there for the Dreamcast. It won't disappoint.

COMPANY INTERACT **AVAILABLE** NOW **PRICE** $69.99

Official Sega Dreamcast Magazine **Score 7** out of 10

Furiously stroking our Darth Maul dolls...

There's just something about these snowy levels that really extends our lightsaber. Cool mountains.

1

2

1 When played from one of the first-person perspectives, the sense of speed in *Racer* is very impressive. Unfortunately, neither the PC original's great online play nor a bottle of Dramamine could be included.

2 Though the vehicles are bit too graphically simplistic, the essential *Star Wars* feel has been preserved (far better than it was in the movie, thank goodness). Oh, and Anakin must die. Thank you.

Episode One: Racer

Jar Jar sucks. This game doesn't.

After the unsavory cinematic hiccup that was *The Phantom Menace*, *Star Wars*-centric DC gamers have only *Episode One: Racer* to fill the void. So despite our prior knowledge that the game was just a port of the PC original, we've been furiously stroking our Darth Maul dolls in anticipation. And? While the game is far from groundbreaking or essential (Dina argues this point, since it's *Star Wars*), it does provide an intense—and at times even exhilarating—high-speed racing experience, and a pretty damn satisfying *Star Wars* fix to boot.

Racer attempts to bring the adrenaline rush of that famed pod-racing scene into your living room, and in many ways it does just that. The meat of the game is a Tournament mode with three tiers of competition, each with seven tracks on eight different worlds, along with several unlockable bonus tracks *(whew)*. What's more, the vast majority of these tracks are extremely well-designed, offering some of the most varied and interesting environments we've seen in any futuristic racer, period.

In terms of actual gameplay, *Racer*'s analog control feels solid on the DC controller. While the lack of analog acceleration is a bummer (it uses the A-button instead), we were still shaking our ill-nasty racer under rock ridges and over jumps in no time. Unfortunately, *Racer*'s physics model is not as specific as it could have been, and the feeling of bouncing around in a tiny cockpit dragged by two huge engines is completely lost; there's apparently no difference between handling these hover-chariots and more typical craft.

From first-person perspective, however, the sense of speed is fantastic, and the tracks provide much *Wipeout*-inspired eye-candy at a smooth 30 fps. Add an intense two-player mode and some cool cut-scenes, and you've got yourself a solid package (said Ms. Hurley to Mr. Shamoon). So if you're a *Star Wars* junkie addicted to *F-Zero* or the *Wipeout* games, this definitely beats fondling that Darth Maul doll. Or at least, we think so.

EVAN SHAMOON

Official Sega Dreamcast Magazine **Score 7** out of 10

IN BRIEF

PUBLISHER LUCASARTS
DEVELOPER LUCASARTS
GENRE RACING **PLAYERS** 1-2
ORIGIN US **PERIPHERALS** JUMP PACK
ONLINE HIGH SCORES
VMU COUNT 40 **ESRB** E **PRICE** $49.99

+ Faster than a speeding podracer and hella fun. Great two-player mode.

− Not the most original racer we've ever played... Some of the initial tracks are lame. And we can't help but think we're being bought and sold by the Lucas empire.

BOTTOM LINE

Fast-movin', pretty-lookin', rump-shakin', *Star Wars*-licensed racing action. A rental at the least for racing fans.

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A COLOSSAL FORCE IS UNLEASHED ON SEGA DREAMCAST™

CAPCOM PRESENTS

TECH ROMANCER

AWESOME 3-D GRAPHICS
LIGHTNING-FAST ANIMATION
OUTRAGEOUS GIANT ROBOT FIGHTING

T
Animated Violence
ESRB

Sega Dreamcast.

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Plasma Sword

Capcom's ho-hum 'Also Ran'...

This is the sequel to Capcom's first ever 3D brawler, *Star Gladiator*, and for some reason it seems to have a whole cadre of fans—but then, some folks simply worship any fighting game that Capcom spits out.

Originally designed for the System 12 arcade board (which is basically a more powerful version of the original PS hardware), *Plasma Sword* has been ported over to DC with no enhancements; graphics are flat, bland and lifeless. And it doesn't help that the character designs are also very 'primary color' in both attributes and outlook. Many of them look like a generic bargain brand of something better, while others, like Prince, are simply goofy. There are 22 characters, and some may feel that quantity has a certain quality all its own, but we sure don't.

Gameplay is as solid as one would expect from Capcom, but nothing too special. Control is fairly snappy, but it's not as if you haven't seen pyrotechnic special moves before, and far better executed (in DC titles like Capcom's own *Powerstone*, for example). So it's not a *bad* game. It's just thin and uninspired: maybe worth a couple bucks for the rental, but not if you have to spend more than a quarter on the gas it takes to get you to Blockbuster.

JEFF LUNDRIGAN

PUBLISHER: CAPCOM **DEVELOPER:** CAPCOM **GENRE:** FIGHTING **PLAYER:** 1-2
PERIPHERALS: ARCADE STICK **ONLINE:** NO **VMU COUNT:** 6 **ESRB:** T **PRICE:** $39.99

Official Sega Dreamcast Magazine **Score 5** out of 10

PERIPHERALS

Thunder Pak

You don't need a rumble pack inserted in your DC controller to enjoy the latest games, but doing so really enhances the experience. There are a few vibrating cartridges out there, and this offering from Nyko is as good as any of them. It provides significant vibration (without batteries) and fits cleanly into any controller or peripheral device. You, of course, must be playing a game that supports rumble pack devices—but most DC games do. That's not to say that every game makes good use of this feature; the constant rumbling of your car's engine in *Crazy Taxi*, for instance, can get annoying. On the whole, though, most games are improved by the use of a rumble pack: and the Thunder Pak fits the bill.

COMPANY NYKO **AVAILABLE** NOW **PRICE** $9.99

Official Sega Dreamcast Magazine **Score 7** out of 10

He's funny, he's cute and he's very French: Ubi Soft's limbless hero jumps, swims and monkey-climbs his way into the canon of classic platformers with *Rayman 2*.

Rayman 2

How to play a cute game and not get caught

Say the following quote aloud (loudly) as you read it: "*Rayman 2*? What a stupid kids' game!" Now, if your hipper-than-thou buddies were listening, that should be enough to throw them off your trail—because they'd never let a hardcore gamer like you get away with playing a *cuuuute* game like Ubisoft's much-anticipated *Rayman 2*. The only problem is, this is—hands down (or off, more appropriately)—one of the best-looking and most enjoyable titles you'll ever see on the Dreamcast. So, to help you keep your street cred, we've created a canny strategy for playing this game that lets no one but you be the wiser.

Step One: Seclude

yourself. You can't just turn down the volume in *Rayman 2* and expect to keep the game a secret. Even with the volume at zero, you'll make your own noise when you *oooh* and *ahhh* at the game's unbelievably lush, cartoon-like graphics. You'll blurt out your profanity of choice every time you enter a new area and see how beautiful the environment is. And no matter how hard you try not to, you'll laugh out loud at *Rayman 2*'s hyper-bizarre dialog and characters. In other words, getting secluded is easy. Staying that way is a bit harder.

Step Two: Make Yourself Comfortable. Make sure that you're sitting comfortably in an ergonomically correct posture, on the softest sofa available (i.e, not just any couch): you're gonna be there for quite a while. Because of its simple yet incredibly deep design, this game will suck you in for hours before you know what's happened. And against your better judgement, even if your hot date of the decade is knocking at your front door, you'll find

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Trust us, you'll want to talk to others about your *Rayman 2* experience.

1 While some character designs in *R2* qualify for the 'Hunter S Thompson Award,' they fit with the whimsy of the game.

2 Indiana Jones and the Temple of *Rayman 2*?

3 Not content with simple platforming abilities, *Rayman* will test a puzzle skill or two.

yourself driven to finish the damn thing—unlike most platformers, *Rayman 2* remains fast, clever and enjoyable from start to finish, and never lags in the middle.

Step Three: Find Fellow Fans. Trust us, you'll want to talk to others about your experience. It doesn't matter if you have to loan the game to your 8-year-old brother (who wants to be a *Pokemon* rancher when he grows up), do it. Everyone will appreciate *Rayman 2*'s simple, elegant control, and its well-delivered instructions (conveyed so well during the game itself that the pesky manual is virtually unnecessary).

If you follow these simple steps, you'll soon be able to play one of the best games we've seen for DC—without feeling like a Nintendo 64 owner. Give it a try: you'll love it.

DAN EGGER

Official Sega Dreamcast Magazine **Score 9** out of 10

IN BRIEF

PUBLISHER UBI SOFT **DEVELOPER** UBI SOFT **GENRE** PLATFORM **RELEASE DATE:** NOW **PLAYERS** 1-4 **ORIGIN** FRANCE **PERIPHERALS** JUMP PACK **ONLINE** NO **VMU COUNT** 9+ **ESRB** E **PRICE** $49.99

+ Gorgeous graphics, a silly but engaging storyline. Countless hours of gameplay with no need for a manual

− You can't skip through some FMV sequences. And it's embarassing to get caught playing this game

BOTTOM LINE

Don't let the cutesy design fool you, *Rayman 2* is a great title that any and all gamers will enjoy.

Dream Roadsters

Airbags Sold Separately

As ambitious as Player 1's newest racer is, there's no way to ignore its many flaws. Although the concept of racing through real-time natural disasters proves somewhat entertaining, the game's generic personality and temperamental physics engine suck most of the fun out of the experience. Worse yet, the allure of shortcuts and multiple routes is crippled by a wicked inconsistency with regard to which objects are destructible and which are not (imagine detouring onto a dirt side-road, aiming for a flimsy wooden fence, grinding down to zero mph upon impact, and then having to reverse and pull a five-point turn just to get back in the race). Granted, the 'Roadster Trophy' mode offers mid-race restarts without penalty, but frustration levels skyrocket after multiple failed attempts. To its credit, the game sports nice graphical effects in the form of lightning, fire, and wind—but the environments lack the proper atmosphere to truly draw you in (think a poor man's *Speed Devils*).

The option of racing with three of your friends might have helped this title considerably, had the 4-player mode not suffered from poor collision detection, low framerates, and glaring pop-up. Two words, racers: keep looking.

CORD BARRETT SMITH

PUBLISHER TITUS **DEVELOPER** PLANET E **GENRE** RACING **PLAYERS** 1-4 **ORIGIN** US **PERIPHERALS** JUMP PACK **ONLINE** NO **VMU COUNT** 17-150 **ESRB** T **PRICE** $49.99

Official Sega Dreamcast Magazine **Score 4** out of 10

PERIPHERALS

Dream Master Controller

Nyko's third party controller is trendy purple plastic—cool, but not cool enough. Its slow motion button simply doubles as the Start button, which makes it a useless feature. Also virtually useless, the turbo button can be easily assigned to any button on the pad. But the biggest problem is the trigger, which won't let you wrap your index finger around it. Fingers will get sore immediately if you're playing a racing game; the Sega controller is far more comfortable. And the Left and Right trigger buttons are placed where you can't help but hit them. However, the D-pad is nicely suited for fighting games—an improvement on the original Sega controller.

COMPANY NYKO **AVAILABLE** NOW **PRICE** $24.95

Official Sega Dreamcast Magazine **Score 6** out of 10

Giga Wing

Giga what? Giga who?

Giga Wing doesn't even front, kid. This old-school, retro-2D blast-a-thon has zero pretentions of being anything else—start to finish, it's explosions, gobs of animation and more enemies than you'll know what to do with (ProTip: shoot them). Oh, and your chances of surviving are roughly as good as those of a Big Mac at a fat farm.

A straight port of the CPS2-based original, *Giga Wing* is a top-down scrolling shooter much like *Raiden* or *1941*. There are so many enemies, bullets and obstacles in constant chaos on the screen (WARNING: the seizure-prone should keep their eyes closed) that you'll begin a family of blisters on your fingers in no time. In fact, the game is so incredibly difficult that it sometimes borders on unplayable. But with unlimited continues, you'll finish in one sitting. There's some semblance of a story lost in all this insanity but, trust us, you won't even notice.

If you're a serious shooter-junkie, this sort of thing may be just your bag, baby. But beware: only the hardcore need apply.

EVAN SHAMOON

PUBLISHER/DEVELOPER CAPCOM **GENRE** SHOOTER **PLAYERS** 1-2 **ORIGIN** JAPAN **PERIPHERALS** JUMP PACK **ONLINE** NO **VMU COUNT** 12 **ESRB** E **PRICE** $49.99

Official Sega Dreamcast Magazine **Score 6** out of 10

PERIPHERALS

Mad Catz Wheel

This is, without a doubt, the best racing wheel ever designed for a home console: Madcatz got everything right. First off, the MC2 was brilliantly designed to work in your lap as well as attached to the top of a table. Molding fits comfortably over the top of your legs, and pull-out wings extend and wrap around the outside, making for a perfect fit. Its foot pedals are the best we've seen, featuring double-jointed gas and brake pedals for smooth acceleration and a wide base that's easy to hold down (you'll never need to pause the game to re-situate).

To shift gears, you can use either the standard gearshift or the F1-style shift paddles beneath the wheel. And the best part? The AccuDrive Calibration System (ACS). Add it all up, and you've got the most accurate controller ever, for the DC or any other console.

COMPANY MADCATZ **AVAILABLE** NOW **PRICE** $59.99

Official Sega Dreamcast Magazine **Score 9** out of 10

Eerie background sounds abound...

1 Jaleco's first DC outing (its first survival horror effort, as well) shows promise and more than an occasional flair for the fantastic.

2 Meet Jack Ingles, one of the poor saps sent to investigate the Heimdal and root out the cause of its mysterious silence. Who said blonds have more fun? Certainly not Jack.

3 Ah, the BEM-T3 scope...an excellent concept in theory, but unfortunately it stumbles in practice by leaving characters defenseless when used.

4 Like any good survival horror game (e.g., *Resident Evil*, *Silent Hill*) , Carrier features its share of badly-voiced cinemas and wacky characters.

Carrier

Carrying the survival horror torch

Violent and cinematic, Jaleco's *Carrier* makes a strong entrance into gaming's horror-action pit. Players travel to the derelict warship *Heimdal* after a war mission: and carnage ensues.

Surprises lurk around every corner on an uncluttered screen (even the life meter is relocated to the VMU), and eerie background sounds abound. But paired with mediocre voice acting and shoddy dubbing, this dark atmosphere isn't the most compelling. Jaleco does take advantage of the DC's power to give characters lifelike facial expressions, but when dialog comes out of a closed mouth, expressions aren't as effective. Third-person camera work is solid, but the innovation of the BEM-T3 Scope is ultimately a hindrance—whenever it's used (for a first-person look at crew members or invisible enemies), players are defenseless. But *Carrier* does deliver an entertaining romp for fans and ultimately delivers more treat than trick. Check it out.

ANDREW KAUFMANN

IN BRIEF

PUBLISHER/DEVELOPER JALECO **GENRE** ACTION **PLAYERS** 1 **ORIGIN** JAPAN **PERIPHERALS** JUMP PACK **ONLINE** NO **VMU COUNT** 42 **ESRB** M **PRICE** $49.99

+ The game feels and plays like a Hollywood horror movie

Character graphics detailed down to facial expressions

− Not enough variety of gameplay — too much pointing and shooting

Poor voice acting and dubbing

BOTTOM LINE

Carrier survives the horror, and serves as a great chaser to *Code Veronica*

Official Sega Dreamcast Magazine **Score 7** out of 10

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1 While still a bit difficult, *NHL2K* is definitely playable via the Action Cam—and you get to gawk at the cool graphics too.

2 "Thank you ma'am may I have another!" Not a triple-lutz, triple-flip combo, but Paul Kariya receiving a brutal check to the body. That's not what Brian Boitano'd do.

NHL 2K

Ice, ice, baby. This is one pucking great hockey game.

Since EA's *NHL* series hit Genesis in the early '90s, hockey videogames have offered some of the most enjoyment you can have with three other guys (it's funny, but the last time I offered my buddies a round of chilled Perrier and back massages, they chose to beat me senseless. Oh, well).

This phenomenon (hockey games, not assault) has in turn produced a devoted fanbase, full of young whippersnappers in perpetual anticipation of the latest and greatest in hockey videogaming. So, while Sega's console has already scored the best basketball and football games on the market, it has been desperately in need of a superb hockey title to round out the playing field and appease this army of rabid puck-junkies.

Enter *NHL2K*.

The game carries the Sega Sports brand name, and was developed by Vancouver-based Black Box—a company composed mostly of ex-Radical Entertainment folk. These are the same folks who created the spectacularly underrated *NHL Powerplay* series on PlayStation and Saturn, but should not be confused with Visual Concepts, the creators of *NFL2K* and *NBA2K*. Black Box's knowledge of hockey game history and design is certainly apparent, and they have managed to produce what is arguably the best game of hockey one can play from the comfort of one's own sofa (take note, we said *arguably*—a word rarely used to describe Visual Concepts' various sports titles, for which the term *bar none* more readily comes to mind). So while it may not quite live up to the unreasonably high standards of its ball-based counterparts, *NHL2K* is a must own for hockey fans, and an excellent addition to any sports-gamer's library (here, the term 'library' is more of a broken teeth, bloody face kinda thing than a place with—you know—books).

The game will be

immediately playable for anyone who has hit the virtual ice in the past few years—and whether or not this is a good thing depends largely on individual preference. While it's by no means revolutionary, *NHL2K* has instead chosen to preserve the comfortable, easily-accessible feel to which hockey gamers have grown accustomed. This amounts to what is essentially an update of the 3D hockey games we've all been playing on our 32bit systems, which themselves did some heavy borrowing from the sprite-based 16bit games before them.

Control is very tight and scoring is sufficiently realistic, relying less on dekes and more on solid passing, player movement and rebound goals. One-timers are here (although

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3 While these two might appear to be engaged in a bit of lively, spirited conversation, there is actually a bit of hostility brewing beneath their shiny, high-res surfaces.

NICE ICE

Graphically, *NHL2K* shoots and scores. Player models look very sharp (complete with accurate player faces and realistic animation), and arena/ice graphics are very well-done (ice shavings and animated fans abound)—which all adds up to make the best-looking console hockey game out there. Also worth noting is the sheer number of player animations. The first time we were checked into the boards, we spun around, quickly recovered and then hurdled a fallen teammate on our way to the net—and our breath was quite taken away. It's just like the first time you juked a linebacker in *NFL2K* or drove one down the lane and threw one down Alonzo's grill in *NBA2K*. While the overall graphic appeal and smoothness of movement doesn't quite match up to the flawless visual panache of the NBA and NFL games, they do come impressively close.

one-touch passing is not), and playing the game simply *feels* right. Teammates cut when and where you want them to cut, and the game moves along at a fast clip. Overall, we'd say that *NHL2K* controls better than any hockey game on the shelf today.

NHL2K was rushed out before it was finalized, as evidenced by the lack of drop passes, practice and shootout modes, timeouts, and Jump Pack-support. But the game is addictive and, most importantly, fun—in a way that most hockey games since the 16bit days have failed to be. So for anyone who gets goosebumps during the *NHL '94*-on-Genesis scenes in *Swingers* (myself included), it's time to grab your buddies and hit the ice. Just don't grab them by their asses.

EVAN SHAMOON

Official Sega Dreamcast Magazine **Score 8** out of 10

IN BRIEF

PUBLISHER SEGA **DEVELOPER** BLACK BOX **GENRE** SPORTS **RELEASE DATE** APRIL **PLAYERS** 1-4 **ORIGIN** US **PERIPHERALS** JUMP PACK **ONLINE** NO **VMU COUNT** 194 **ESRB** E **PRICE** $49.99

+ Controls well, looks great and feels right. Like the ideal woman. (We're *kidding*!). More addictive than the snooze button on your alarm clock.

– A bit rushed, as seen in some of the game's finer details (or lack thereof). A couple more months would have made this a 9 or a 10.

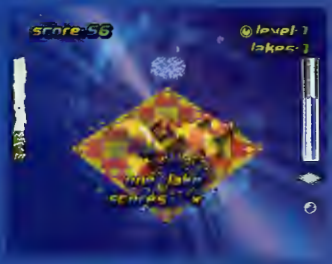
BOTTOM LINE

Arguably the best hockey game on the console market ... but could have used some fine-tuning.

Wetrix+

Sometimes, wetter *isn't* better

Any game with a title that sounds like the name of a strip bar should indicate that a lot of fun is on the horizon—right? Well, not in the case of *Wetrix*. XICAT Interactive simply takes the classic game of *Tetris* a step in the wrong direction: and makes it wet behind the ears in the process.



The premise is simple. Place the falling 3D blocks in any configuration to build lakes to contain rainwater (rainwater? Yeah, *rainwater*.). The more lakes created, the more points earned. Multiple, deep lakes are rewarded by extra points. Water that spills out of the lakes and onto the game table is collected in a drain; fill the drain to its brim and your game will come to a screeching end.

To make life even harder, falling bombs, earthquakes, and fireballs threaten to destroy your carefully built landscape.

In trying to re-invent the wheel, XICAT Interactive manages to create nothing but an uninspiring 3D-puzzle game. Even worse, what might look and play well on lesser consoles does not, unfortunately, translate well to the Dreamcast. This is one water puzzle game that should have been left in the kiddie pool.

JASON PASSAMA

PUBLISHER XICAT INTERACTIVE **DEVELOPER** ZED TWO **GENRE** PUZZLE **PLAYERS** 1-2 **ORIGIN** US **PERIPHERALS** JUMP PACK **ONLINE** NO **VMU COUNT** 14 **ESRB** E **PRICE** $49.99

Official Sega Dreamcast Magazine **Score 5** out of 10

PERIPHERALS

NYKO Powerlink

Nearly every game available for the NEOGEO Pocket from SNK has some form of two-player mode to try—and a couple of them, like the VS mode in *Bust-A-Move Pocket* or two-player in *Pocket Tennis* should not be missed. You've probably noticed that the NEOGEO Pocket is meant for a single player, but with a link cable like the Powerlink from Nyko, you can challenge a friend anywhere at any time. Of course, you'll also need a second NEOGEO Pocket and a second copy of the game to make this magic happen, and because of this, we'll only recommend investing in a cable if you already know someone with the gear. If and when you do take the plunge, one link cable is as good as another—but for the fashion-inclined, the Powerlink comes in a variety of shiny foil colors. It looks like the wiring you'd find behind a panel on the Starship Enterprise. Cool.

COMPANY NYKO **AVAILABLE** NOW **PRICE** $9.99

Official Sega Dreamcast Magazine **Score 10** out of 10

OUR "COMPETITORS" HAD A NICE LITTLE RUN. THEY SHOULD BE VERY PROUD OF THEMSELVES . . . BUT THEY MUST HAVE KNOWN THIS DAY WAS GONNA COME.
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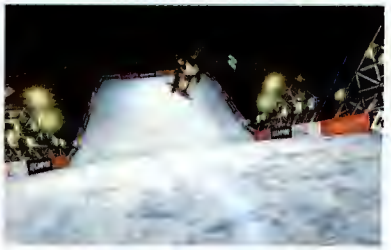

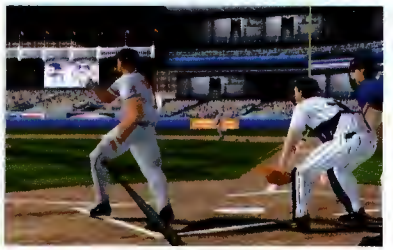

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Virtua Striker 2

Soccer. Without your moms.

Let it be said that *Virtua Striker 2* is definitely a looker. To even the most discerning eyes and ears, this is a perfect port of the orignal arcade game. Clean polygons, smooth 60-fps animation and excellent sound are all in full effect, without even a trace of slowdown. Viewed from a raised sideline camera, the action is presented in a style similar to that of *ISS Pro* and, once learned, can be a joy to watch.

Unfortunately, it's in the play itself that the game's strict adherence to the arcade original becomes somewhat disappointing. Caught somewhere between sim and arcade game, *VS2*'s emphasis is placed firmly on the latter—which is a problem, when the muddy control leaves something to be desired (and there's no analog support!). While several rules have been added to the home version of the game (including offsides), beating defenders one-on-one is nearly impossible: the game sometimes deteriorates into a back-and-forth game of kickball.

In the end, however, Sega has put a solid soccer game on the DC map. It's by no means perfect, but there is quite a bit of fun to be had with *Virtua Striker 2*.

EVAN SHAMOON

PUBLISHER: SEGA **DEVELOPER:** SEGA **ORIGIN:** JAPAN **GENRE:** SPORTS **PLAYERS:** 1-2
PERIPHERALS: NO **RELEASE DATE:** NOW **ONLINE:** NO **VMU CT:** TBA **ESRB:** E **PRICE:** $49.99

Official Sega Dreamcast Magazine **Score 6** out of 10

PERIPHERALS

Racing Wheel

Leading the PC steering wheel and flightstick market, Thrustmaster is venturing into console waters. This high quality wheel was clearly born from a PC mentality, as it can only be attached to the perfect sized tabletop and is impossible to use on a couch or most other living room furniture. But if you've got the space, it's a neat wheel. Steering resistance is strong, and it handles great. F1-style gear shifters and extra analog gas/brake pedals compensate somewhat for the deplorable foot pedals, which really do suck (as do those counter-intuitively placed action buttons). And with no way to customize turning radius and no internal vibration effect, it's hard to recommend it unequivocally. Still. You could do worse.

COMPANY: THRUSTMASTER **AVAILABILITY:** OUT NOW **PRICE:** $49.99

Official Sega Dreamcast Magazine **Score 6** out of 10

Hugo & Dudley. The long-lost cousins of Siegfried & Roy. If you know what we mean.

Street Fighter III: Double Im

Don't worry, Jean-Claude Van Damme has

A long time ago, in a galaxy far, far away, a little company called Capcom released a little arcade game called *Street Fighter 2*.

Perhaps you've heard of it. Singlehandedly, it revolutionized fighting games, launched a genre, and made Capcom one of the most recognizable franchises in all of gaming. Now, 47,375 incarnations later (give-or-take), the *Street Fighter* posse has resurfaced on the DC's pixel-pushing 2D powerhouse. And amazingly, these hand-drawn cats can still outshine most 3D competition.

SF3 returns the series to its roots, before the mayhem of over-caffinated games like *Marvel vs. Capcom* ever came to be. Indeed, this game will be a revelation for kids who were weaned on the more modern 2D fighters—including *Street Fighter Alpha 3*. For starters, the cast (aside from Ryu, Ken, and Akuma) is almost entirely revamped. But don't despair: despite their fresh faces, their moves are of the same ilk found in all of Capcom's 2D fighters.

Even more disorienting than the roster of characters are the various gameplay modifications, which will undoubtedly confuse players at first. Air Blocking is gone, replaced by an intimidating parry system that requires perfect timing from the player and can be *extremely* difficult to master. Super moves have mellowed; they're far more simple (*read:* less super) than the ridiculous strings of combos found in the *Versus* games. Each character in *SF3* has three 'Super Arts' (super moves), one of which must be chosen before a match begins. Because of the game's excellent handling and ability to incorporate these moves into the action, matches are graced

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1 Look! It's Capcom's new anti-smoking campaign. Flaming-head Ken decides to put his cigarette out on Hugo's face.

2 Capcom was kind enough to provide subtle on-screen instructions with the game.

3 4 2D art at its finest. (PS—Mr. Van Damme starred in both *Street Fighter* and *Double Impact*.)

pact

nothing to do with this game.

with lovely combinations of regular attacks, plus occasional well-timed super moves—quite antithetical to the unbroken successions of hyper-super-spastic moves found in *Marvel vs Capcom*, for instance. Special moves are also variable (as is the case in *SFA3*): combining special moves with multiple button-presses will result in a more powerful version of the move. And the fighting system has been further refined to eliminate most Cheap-Ass Combos™ (Note: "Cheap-Ass Combos" is a registered trademark of Francesca Reyes, Inc.).

Graphically, *Double Impact* is light years ahead of its prequels. The wonderfully-drawn art and smooth, flowing animation is some of the best these eyes have seen, putting even the beautiful *SFA3* to shame. Characters are rendered in a more sculpted, mature manner, using deeper shading and stronger, sharper lines than is the norm for Capcom. The style might be described as *Street Fighter*-meets-*Vampire Slayer*, and it works extremely well.

Included on the GDROM are the first two arcade versions of *SFIII*—**New Generation** and **2nd Giant Attack**, respectively. Although differences between these two versions are slight (more characters and gameplay polish in *2nd Giant Attack*), it's pretty cool to own both versions and be able to choose between them (in an obsessed *Street Fighter*-nerd kinda way). The game version also includes a limited training mode and a special versus mode that pits players against computer-controlled opponents.

It must be said that *Double Impact* doesn't have the supermarket-type variety of modes that *Alpha 3* brought to the table—the World Tour Mode, for one. But it does succeed in taking 2D graphics and animation to the next level, while bringing gameplay back to that old school (of hard knocks). *Double Impact* is easily one of the best 2D fighting games on Dreamcast.

EVAN SHAMOON

Official Sega Dreamcast Magazine

Score 7 out of 10

IN BRIEF

PUBLISHER CAPCOM
DEVELOPER CAPCOM
GENRE FIGHTING **PLAYERS** 1-2
ORIGIN JAPAN **PERIPHERALS** ARCADE STICKS **ONLINE** NO **VMU COUNT** TBA
ESRB E **PRICE** $49.99

+ Some of the best 2D animation we've ever seen, and gameplay tighter than leather spandex on Jennifer Lopez (please, oh please!)

− They're fresh, but most of the game's new characters don't match up to their forefathers

BOTTOM LINE

The smoothest, prettiest 2D game in the esteemed series—but the classic characters should have been invited to the party.

Tee Off Golf

Aaron Spelling, eat your heart out

If the producers of *Baywatch*, *90210* and *The Dating Game* got together with Disney to produce a TV series set on the lush greens of a teens-only golf school, you'd have the intro for *Tee Off Golf*. ("But Chad, I saw you playing a round with that wench, Shasta!"). We're not kidding. Add to that a wacked-out, twisted sci-fi sub-game called 'G-Ball', which takes the near-comatose lawn sport of croquet (last seen in the movie *Heathers*) and uploads it into a cyberspace grid, and you have the best part of *Tee Off Golf*.

> "But Chad, I saw you playing a round with that wench, Shasta!"

Take a very average, by-the-numbers golf engine with dull, single-dogleg holes and little else, and you have the meat of *Tee Off Golf*.

The WBTV presentation can't disguise the fact that this game is pretty average. After playing the World Tournament for a few hours, you'll need a six-pack of Jolt Cola just to reach the second of five courses—each of which are as equally unimaginative as the other. Water traps and bunkers pop up here and there, but they don't inspire: and most of the holes (with the exception of some of those on the Scotland course) are flat.

Putting is amusing, though. As soon as the game moves to the greens, a laid-back groove strikes up in the background, and you can easily imagine Barry White begging you to 'Put it in the hole'. We strongly suggest that you do imagine that. It's funny. Or something.

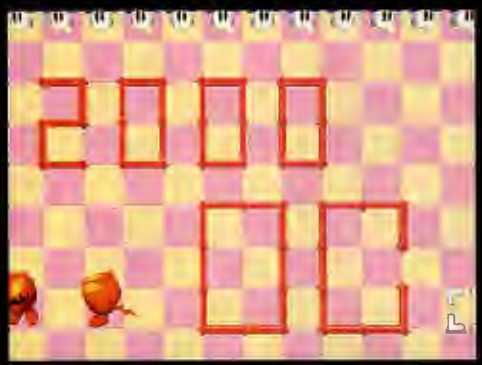
But it's not as funny as selecting voice samples for the players via the Options menu. Slyly tucked away, this feature is potentially hilarious. Access the right samples in the right order, and you'll get something special. We recommend mixing Julian ("Yes! It's in!") with Katherine ("Oh yeah, keep goin' keep goin'!"). It's almost worth it for that.

And finally, take a rainy Sunday and a couple of friends with nothing to do, and have a laugh or two at the expense of the Japanese developer's name, 'Bottom Up' (which, when pronounced during the credits, sounds a lot like a Japanese nurse with a large syringe asking you to assume the position), and the game's amusing English translations ("Warning!! Play carefully for the fog became thick!"). Which is something, at least. *Tee Off Golf* isn't awful—it's just entertaining for all the wrong reasons. For about 9 holes...

SIMON COX

PUBLISHER ACCLAIM **DEVELOPER** BOTTOM UP (REALLY!) **GENRE** WEIRDNESS **PLAYERS** 4 **ORIGIN** JAPAN **PERIPHERALS** JUMP PACK **ONLINE** NO **VMU COUNT** 9+ **ESRB** E **PRICE** $49.99

Official Sega Dreamcast Magazine **Score 5** out of 10



1 Amelia Earhart, Jimmy Hoffa, Atlantis...and a real online game from Sega. All things MIA until now. With *Chu Chu*, we can proudly claim a one in four batting average. Not bad.

2 The level editor in *Chu Chu* gives gamers a chance to use their DCs as sort of full-color, interactive Etch-A-Sketches. With mice. And cats.

Chu Chu Rocket

Blasting off at a party near you

Chu Chu Rocket has exactly what every great puzzle game needs: a simple premise, simple controls, and utter, complete addictivity (not to mention rockets and vibrating mice). It is also (at last) Sega's first official online game for your Dreamcast. Hurrah!

The idea is to direct groups of mice (the "Chu Chus" of the title) and the occasional cat around a series of checker-board grids. The mice move in a straight line until they hit a wall, then turn right and keep moving. You can change their direction by placing arrows on the board, which guide them into their waiting rockets so they can take off.

The single player game gives you a limited number of direction arrows which have to be placed before the mice and cats start moving. Multiplayer puzzles happen in real-time and have varied goals (in some, you deliberately herd the mice to the cats) and options guaranteed to perk up any party. Multiplayer aspects are mostly cooperative. Even better—the game is already preset to 'modem in' for online play (there's a touch of lag, but it hardly matters), right out of the box. Very cool.

JEFF LUNDRIGAN

IN BRIEF

PUBLISHER SEGA **DEVELOPER** SONIC TEAM **ORIGIN** JAPAN **GENRE** PUZZLE **PLAYERS** 1-4 **PERIPHERALS** JUMP PACK **ONLINE** YES! **VMU COUNT** 3 **ESRB** E **PRICE** $29.99

+ Easy to learn, smooth ramp up in difficulty, 75 levels, a level editor, modem play...addictive

− Game boards all look the same after awhile. That's it.

BOTTOM LINE

A terrific puzzle game that NO ONE should be without.

Official Sega Dreamcast Magazine **Score 8** out of 10

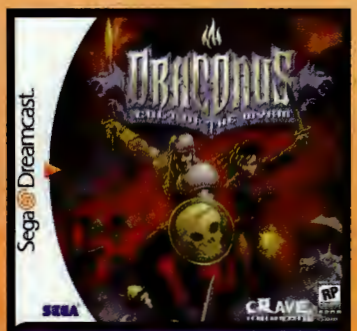
www.DailyRadar.com

DRACONUS

CULT OF THE WYRM

Crack Open A Virtual Can Of Wyrms

The story follows the adventures of two different characters, a warrior and a princess, who must wage war against a triumvirate of evil. **DRACONUS:** A feast of magic, action and blood.



Machine: Sega Dreamcast **Publisher:** Crave Entertainment
Genre: Fantasy/Action **# of Players:** 1

Play as a warrior or sorceress and take advantage of their unique abilities.

15 levels featuring dynamic lighting and smoothly integrated indoor and outdoor locations.

Over 30 fierce enemies including incredibly detailed archenemies like the Insect Queen and Dragon Lord.

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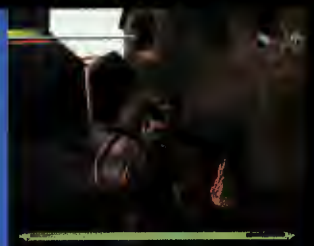
In the Next TESTZONE...

And on the shelf right now. Here's the advance word on the games that you'll be reading about next issue!

Sword of the Berserk: Guts' Rage



PUBLISHER EIDOS **DEVEL** YUKES **RELEASE** MARCH

Based on the character and storyline popularized by a Japanese anime series and manga, the hack 'n slash gore-fest originally entitled *Berserk* gets the US treatment courtesy of Eidos, complete with a name change and English voices.

Toy Story 2

PUB ACTIVISION **DEVEL** TRAVELER'S TALE **RELEASE** MARCH

Will it or won't it suffer the 'license curse'? If it's anything like the N64 or PS versions, it should neatly sidestep its predecessors' fates. Filled with puzzles and colorful environments, *Toy Story 2* plays more like an adventure than a platformer and features more than its share of collectible goodies and familiar characters.

Tomb Raider 4

PUBLISHER EIDOS **DEVEL** CORE **RELEASE** MARCH

Lara Croft is finally headed into Sega's open arms with the fourth installation of *TR*, featuring more puzzles, more balanced action bits and a stage or two that involve playing as the teenaged version of Lara (you wanted it!). Core has also promised to enhance the graphics with bump mapping and realtime light-sourcing; but in the end, it's still a port.

MDK 2

PUBLISHER INTERPLAY **DEVEL** BIOWARE **RELEASE** MARCH

We were disappointed not to get our hands on a final of Bioware's beauty in the making in time to include it in the issue. Part shooter, part slapstick comedy and all action, *MDK2* has Kurt Best and his robo-dog returning with mad scientist in tow. The resulting product should be nothing short of adrenaline-charged mayhem with a wacky sense of humor.

Draconus

PUBLISHER CRAVE **DEVEL** TREYARCH **RELEASE** MARCH

First shown at last year's E3, *Draconus* has come a long way—from being merely a swords 'n sorcery beat-'em-up to a much more polished production. With two different playable characters, expect *Evil Dead*-esque humor to abound throughout massive action-packed levels. Recent versions of the game have been mighty impressive, indeed.

Striker Pro 2000

PUBLISHER INFOGRAMES **DEVEL** RAGE **RELEASE** MARCH

Easily the best soccer game (and Rage Software's best effort) on Dreamcast, *SP2K* combines the in-depth options of *FIFA* with the gameplay of *ISS Pro*...well, almost. But the control is there and the graphics are solid, so those looking for a good footy game would do well to take *Striker Pro 2000* over the other options on the shelf.

Tech Romancer

PUBLISHER CAPCOM **DEVEL** CAPCOM **RELEASE** APRIL

Tech Romancer is a strange beast and, while not a bad game by any means, we're a bit surprised to see Capcom is bringing this ultra-Japanese title over to the US. It's a 3D, free-roaming mech fighting game, which takes tongue-in-cheek shots at the extravagance of mech and anime culture. Some people love it, but definitely try before you buy.

Nightmare Creatures 2

PUBLISHER KONAMI **DEVEL** KALLISTO **RELEASE** MARCH

Riding high on the recent survival horror wave is this sequel to the gothic hack 'n shoot, *Nightmare Creatures*. Gameplay stays in the same vein of 'encounter enemy, hit, hit, slash, kick', but characters and enemies have special fatality moves. From what we've seen of the game, it does indeed look amazing.

ECW: Hardcore Revolution

PUB ACCLAIM **DEVEL** ACCLAIM STUDIOS **RELEASE** FEB

What can we say that isn't already known by fans? Plenty of M-rated action taking place in (and outside) the ring—it isn't a wrestler to pitch at the kiddies. Gameplay won't be too far from *WWF Attitude*; *ECW* ends up being a mixed bag of tricks. Only the most hardcore *ECW* devotees should tread any closer.

Maken X

PUBLISHER SEGA **DEVEL** ATLUS **RELEASE** MARCH

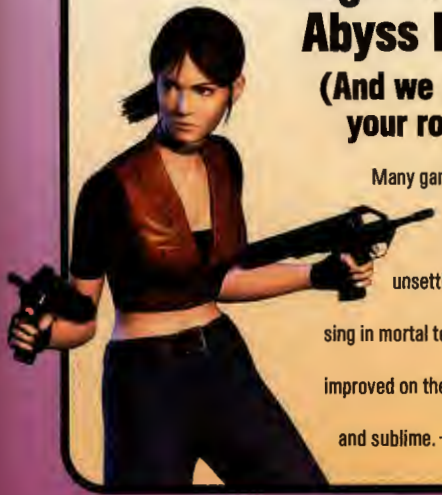
Incorporating a unique "brainjack" feature, players can inhabit the body of different enemies to open up alternate, enemy-specific paths and areas throughout the game. Hailed as a huge step forward for the action/adventure genre, we're hoping that Sega's voiceovers and text translation for the US version allows the greatness to survive intact.

All this and Much More in Issue #6!

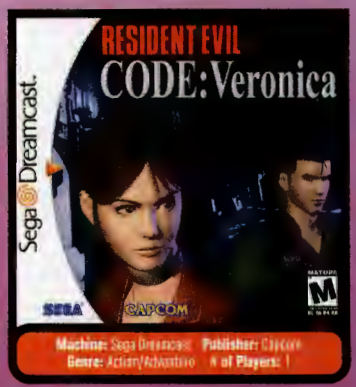
RESIDENT EVIL CODE: Veronica

Would Your Sister Wade Through The Putrid Abyss For You?

(And we don't mean your room either.)



Many game owners have found their delicate palates crying out for something different. Something a bit more unsettling for the stomach. Something to make the heart sing in mortal terror. With **Resident Evil 2**, they have perhaps improved on the original version in ways both subtle and sublime. – **DailyRadar.com**



Machine: Sega Dreamcast Publisher: Capcom
Genre: Action/Adventure # of Players: 1

Claire Redfield blasts away at an unwelcome visitor while she searches the city for her lost brother.

Chris Redfield provides some much need pest control in a city invested with giant bugs, walking dead and other creatures that go bump in the night.

Zombies! Some wandering zombies decide Claire would make a great afternoon snack. She thinks otherwise.

Save 20% off this guide with purchase of the Resident Evil: Code Veronica game.

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HOW TO

ZOMBIE DEATH!

ODCM's Complete *CODE VERONICA* Walkthrough

It's big. It's long. It's even better than you'd hoped...and that's the problem. This game appears to be even better than you are (gasp!)—and it's got you stuck sideways. But no fear. Writer **Chris Jacubowsky** takes you where you want to be, with this absolutely complete walkthrough to *Resident Evil: Code Veronica*.

One word to the wise: Because **ODCM** is *that* cool, we obtained a pre-released copy of the game for the purposes of this guide. So keep in mind that your version of *RE:CV* MAY be subtly different. But depend on this: whatever variations appear, a zombie is still a zombie—and the fate of the non-zombified world depends on you!

www.DailyRadar.com

Welcome to the walkthrough of your dreams: or nightmares. We've gone everywhere and done everything in this game, and we're here to make sure that you do, too. Here's your first hint: Pay attention to the maps. They'll tell you where to pick up most of the important items in the game (items that Claire will stumble across are marked in RED—not pink!—and Chris's are BLUE). Room descriptions (below) indicate which maps to refer to, and they'll also warn you about any monsters that might be waiting inside to grab you. So stock up on munchies, curl up, and lock the door. You're about to take a long, long trip.

You'd think it wouldn't be possible for a zombie to get any more dead—but it is. He'll come back to haunt you unless you do the job right.

CLAIRE'S CELL (M1)

Items: Green Herb, Handgun Bullets, Knife

You're controlling Claire. Equip your cigarette lighter to see into the shadows; you meet Rodrigo and he sends you on your way. Grab the **green herb**, **bullets** (floor) and **knife** (desk).

HALL (M1)

Items: Handgun Bullets, Ink Ribbons; Special Interest: Typewriter

Grab **ink ribbons** and **bullets**. Save the game and head upstairs.

GRAVEYARD (M2)

Monsters: Zombies; Special Interest: Suitcase

Make note of the **suitcase** falling during the cut-scene. Zombies attack, and you must avoid them or dispatch them with the **knife** (don't waste time or ammo). Run through opposite door.

COURTYARD (M2)

Items: Handgun Bullets

Cut-scene: you meet Steve Burnside. The **handgun** comes to you automatically; **bullets** are on the corpse. Exit through the only door available, but make note of the other one. Place a medallion in it to unlock the gate.

INNER PRISON (M2)

Items: Green Herb

Walk up onto the wooden deck, grab the **green herb**, then enter the door nearby.

MESS HALL (M2)

Items: Handgun Bullets, Green Herb; Monsters: 3 zombies Special Interest: Map of Prison

Kill zombies. Locate the **herb**, **bullets** and **map**. Go through the door to the right of where you entered.

SLEEPING AREA (M2)

Items: Handgun Bullets, Dual Auto Pistols; Monsters: Zombies

Cut-scene; zombies attack. One drops a **set of two automatic pistols**. Take the pistols and **handgun bullets** in the shower. Leave the way you came in, run around the building, and exit by the far door.

OUTER LAB AREA (M2)

Monsters: 3 zombies Special Interest: Garage Door

Waste the uncaged zombies; the garage won't open yet. Enter lab.

LABORATORY (M2)

Items: First Aid Spray, Grenade Flame Rounds, Grenade Acid Rounds Special Interest: 3D Copier

Enter the metal detector, and deposit metal objects into a security box. Run down the hall. Grab **grenades** and **first aid spray**. Place them in the security box at opposite end of hall. Note the **3D copier**—it can make a replica of anything. Exit through door near second metal detector.

COMMUNICATIONS ROOM (M2)

Items: Medallion; Special Interest: Power Switch

Cut-scene. Grab **medallion** from the desk. Flip the wall switch to activate garage door. Leave the lab area, but put the medallion into the 3D copier for safekeeping (it's metal and won't pass through the detector).

OUTER LAB AREA (M2)

Items: Fire Extinguisher, Gate Key Monsters: 5 zombies; Special Interest: Guillotine, Locked Door

Zombies attack. There's an oil barrel in the garage; use it. Grab the **fire extinguisher** from the garage and enter the cage. Find a **Gate Key** on the guillotine. Note the locked door that requires a shield-shaped item to access. Return to the graveyard and put out the fire that was blocking the suitcase. Dogs attack in the Inner Prison area; use Gate Key on the fence door.

GRAVEYARD (M2)

Items: Suitcase Monsters: 5 zombies

Kill zombies; extinguish the fire. Grab the **suitcase** and examine it in inventory. It contains a **TG-01** (plastic lump). Back to the lab.

LABORATORY (M2)

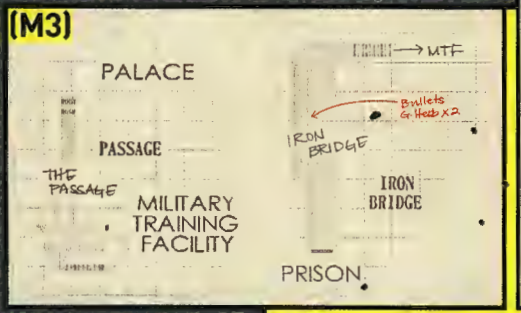
Items: Plastic Medallion Monsters: 3 zombies

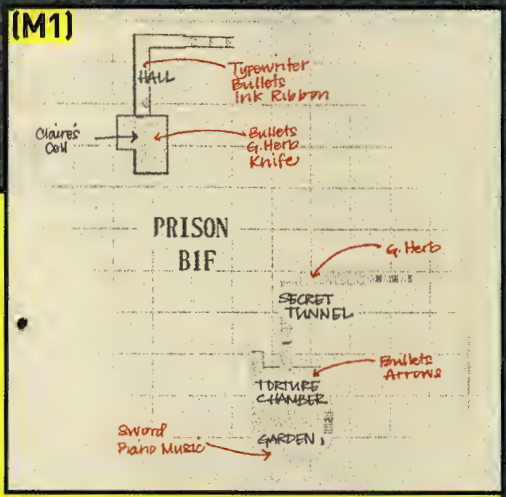
Place the TG-01 in the 3D copier and replicate the **medallion** in plastic. Three zombies wander in; but you have no weapons, so avoid them! Grab the items from the security box when you leave. Important: take the empty fire extinguisher with you. If you can't bring it, at least remember where you left it. Go back to the Prison Courtyard.

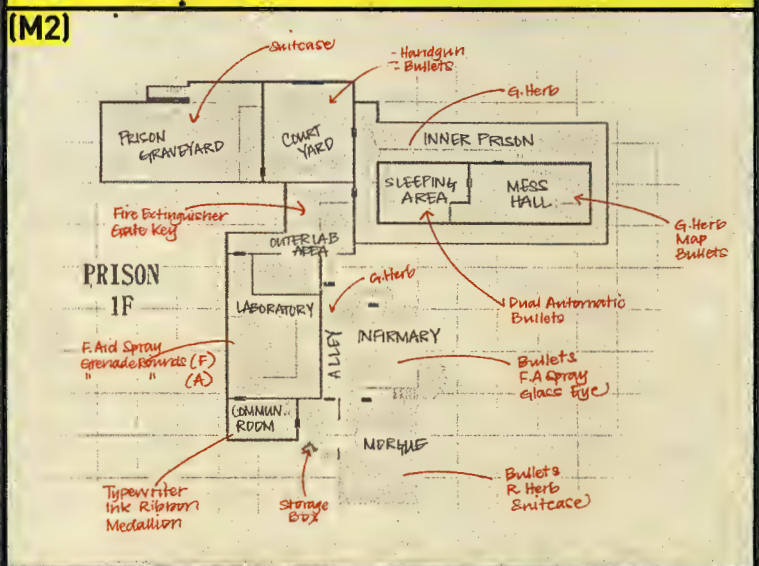
PRISON COURTYARD (M2)

Monsters: 3 zombies

Avoid or kill the zombies, as you prefer, and use the plastic medallion on the main doors.







IRON BRIDGE (M3)

Items: Handgun Bullets, 2 Green Herbs

Go around the Jeep via catwalk on the left-hand side. On the bridge's other side, grab **handgun bullets** from Jeep's passenger seat and **two green herbs** on the far side of the bridge. A fire blocks you; push a crate over it to put it out. Climb onto the crate, go upstairs and onward.

THE PASSAGE (M3)

Monsters: 3 zombies

Kill zombies. Go one of two ways: forward to the Palace, or right to the Military Training Facility. We'll go to the Palace first.

PALACE COURTYRD (M4)

Items: Submarine Medal, Green Herb; Monsters: 3 dogs

Kill the dogs and discover a flashing green **Submarine Medal** on the ground; run upstairs and grab the **herb**. Go back down and through the door on the opposite side of where you entered. Go downstairs.

JETTY (M6)

Items: Handgun Bullets, Arrows
Special Interest: Map, Control Panel

Grab arrows off the barrel, plus a map and handgun bullets from the small room under stairs. Make note of the control panel—you'll need a ship's steering wheel to activate it. Run back to the Palace courtyard and in via the main doors.

PALACE FOYER (M4)

Items: Handgun Bullets
Special Interest: Access Computer

A computer at the desk asks for a code we don't know. Grab **bullets**, run up stairs on the right and into the only door available on the landing.

OFFICE (M5)

Items: Handgun Bullets, Ink Ribbons, Green Herb, Umbrella ID Card; Special Interest: Typewriter, Storage Box, Locked Door

A **Storage Box**! Put away anything non-essential in the near future. Push a small table near the locked door aside; the **Umbrella ID Card** is beneath it. Flip it over to see password: NTC0394. Note the locked door with no keyhole, and the gold plaque on the door with two slots to place in handguns. Leave the office and run downstairs. Enter to the right of the main entrance.

LAVATORY (M4)

Items: Handgun Bullets, First Aid Spray, Suitcase; Monsters: 3 bats

Your first bat encounter: aim upward (duh). Grab **First Aid Spray** (sink) and the **bullets** (stall door) and grab suitcase. It's locked, so toss it in your storage box.

FOYER (M4)

Type 'NTC0394' into computer to unlock double doors.

HALLWAY (M4)

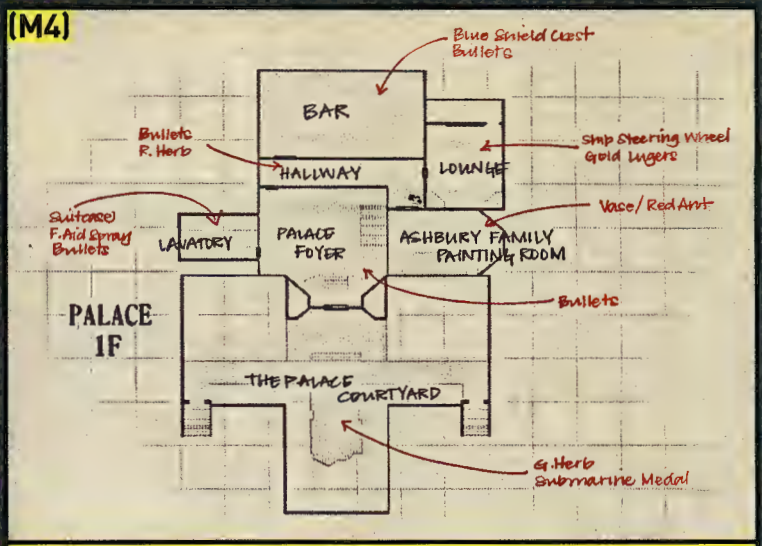
Items: Handgun Bullets, Red Herb; Monsters: 4 zombies

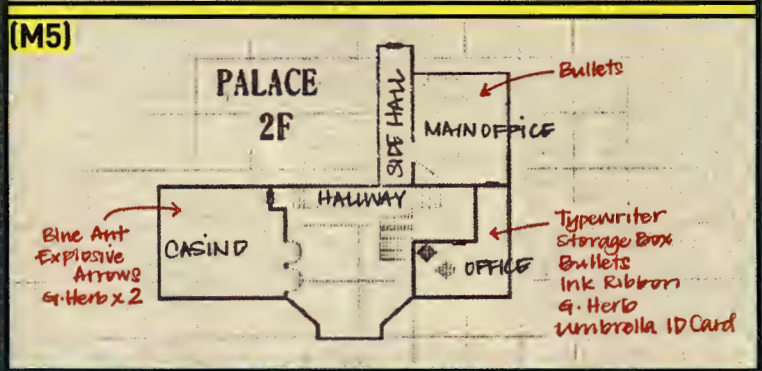
Kill zombies; run to end of hall. Enter the door.

LOUNGE (M4)

Items: Handgun Bullets, Ship Steering Wheel; Special Interest: 2 Golden Lugers

Grab **bullets** and inspect the display case with the flashing blue light to uncover a secret alcove. Grab the **ship's steering wheel** inside and note the **two golden Lugers** on the wall (don't remove them, or the room turns into an oven). Run back to the foyer, where you hear Steve yelling for help. The idiot has grabbed the golden guns and is locked in. Solve a puzzle to free him—the answer is Button C, then Button E. Steve escapes with the Lugers, but won't give them to you until you can replace them with something else. Leave the Palace and run back to the Jetty. Use the Ship's Steering Wheel on the control panel to raise a Submarine.





SUBMARINE (M6)

Items: Waistpack

This submarine is more like a elevator; it only goes up and down. Grab the **waistpack** (it allows you to carry two extra items) and access the switch on the control panel to dive. Leave the sub and enter the underwater passageway; exit via the far door.

AIRPORT OFFICE (M6)

Items: Handgun Bullets, Ink Ribbons; Monsters: 3 zombies

Kill the zombies. Grab the **bullets** and **ribbons**. There are two doors, one near an aquarium and one behind the receptionist's desk. Exit through the door behind the desk, then cross the bridge and head through the door on the far side.

CARGO ROOM (M7)

Items: ID Card, Arrows; Monsters: 5 zombies

There's a button on the wall to raise the main elevator which is blocked by a box. Take the small elevator to the control room; you can access a crane here to move the box. Ride back down and press the button, and a cargo

GUNS DON'T KILL ZOMBIES. *PEOPLE* KILL ZOMBIES.

COMBAT KNIFE

Useful only on single zombies, but more effective than in previous *RE* games. Slashing now hits zombies multiple times, even when they're down. Learn knife tricks early, and worry less about ammunition later.

GRENADE LAUNCHER

This weapon's versatility is limited by the availability of ammunition. Grenade rounds (for close range shots) are quite plentiful, but acid and flame rounds (very effective when fired over long distances) are rare.

HANDGUN

Slow-firing and low in damage, it's best for offing zombies at medium to long ranges. Claire's carries 15 rounds per clip (20 if she gets the upgrade), and Chris' carries 18. Both use 9mm parabellum rounds.

CROSSBOW

Fires arrows rapidly but does little damage; up to 15 bolts are needed to kill one zombie (at medium to long range). The crossbow's only redeeming quality is its reliance on arrows, which are plentiful. Use sparingly.

SHOTGUN

A real kick at close range, but useless otherwise. The shotgun effect has been toned down in Code Veronica; it can't split zombies in half and might not even kill one at close range, unless you aim for the head.

MAGNUM

Do you feel lucky? The best gun in the game, this cannon will stop any creature (excluding bosses) with one shot. However, it's limited by the fact that there's almost no ammunition to be found for it.

DUAL AUTOMATICS

Two handguns for the price of one—but they take up two inventory slots, so it's kind of difficult to justify lugging them around. Rather than showing units of ammo, they use a percentage gauge. There are no reloads.

DUAL UZI'S

Same as the automatics, only you hold the trigger down for a constant rate of fire. The Uzi's will hose down enemies in a hurry, but their ammo count drops at exactly the same exciting rate.

AK-47 RIFLE

Like the automatics and Uzi's, it uses a percentage to denote ammo count, and it also takes up two inventory slots. Effective versus everything at a medium to long range—except for bosses.

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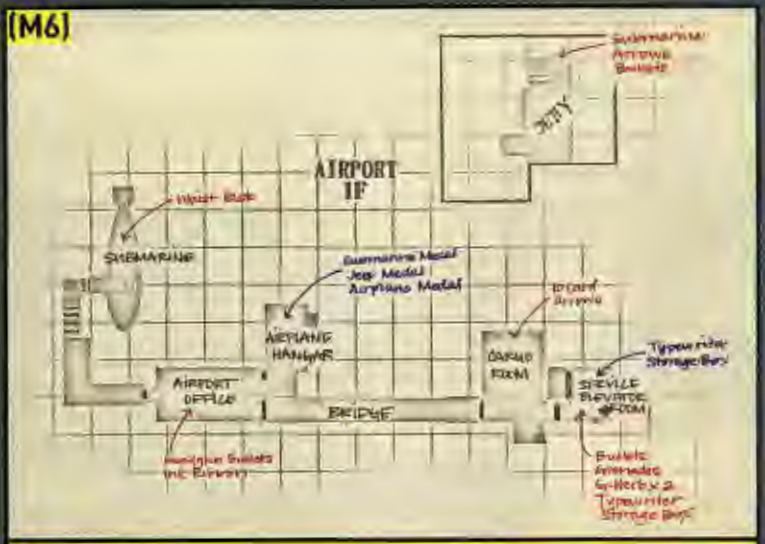

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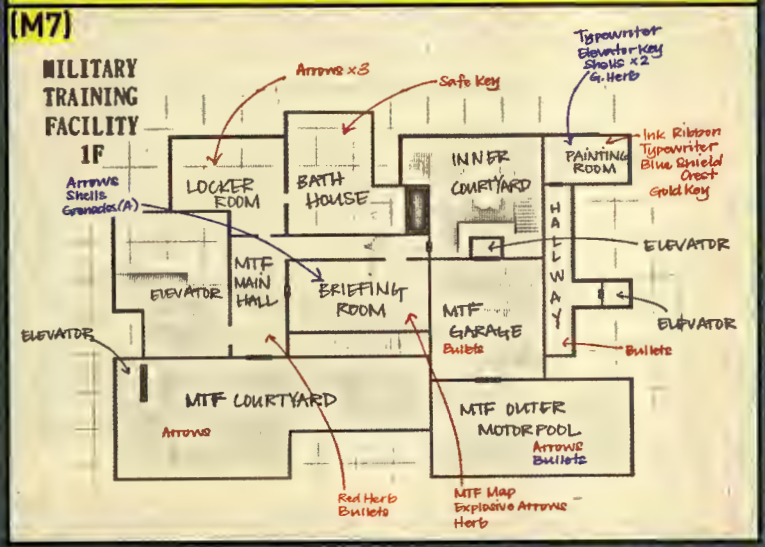


vator will rise with five zombies. Kill 'em, grab the arrows and ID card from the elevator. Return to the Passage and enter the Military Training Facility.

MILITARY TRAINING FACILITY (MTF) COURTYARD (M7)

Items: Arrows
Monsters: Giant Worm

A giant worm! He's not worth the effort to kill; dodge him, grab arrows and go through the double doors on the left.

MTF MAIN HALL (M7)

Items: Red Herb

Take the herb and run upstairs. Go through the door, take a right turn and go down the hallway. You'll be going to the Outer Lab.

OUTER LAB (M8)

Items: Crossbow

Nothing much to do here but grab the **Crossbow**, inspect the locked door and watch a gory cut-scene. You'll run downstairs during a cinema. The hallway will be sealed off and you must go through the far door.

LOCKER ROOM (M7)

Items: 3 Arrows
Monsters: 4 zombies

Kill zombies; search the lockers for **arrows**. There's a set on the corpse near the far door. Grab them and head through the door.

BATHHOUSE (M7)

Items: Safe Key
Monsters: 2 zombies
Special Interest: Valve

Kill both zombies and jump in the pool. Turn a valve to shut off the water to reveal a **Safe Key**. Grab it and head for the main hall again. Enter the last door you haven't checked.

BRIEFING ROOM (M7)

Items: Explosive Arrows
Special Interest: Map, Copier
Monsters: 3 zombies

Copy the **map** for the MTF on the **photocopier**. Use the Safe Key you found in the bathhouse on the locker in the back room to grab **explosive arrows**. Head back to the hallway and use the ID card you found in the airport on the security door near the door to the locker room. Enter it.

GOOD MEDICINE

THE HOMEOSTATIC MEDICINE In the BREAK ROOM (M8) is for Rodrigo, the nice (or something) man who let you out of the prison cell. He is still back in the Prison area, so when you have time, bring him the pills. He will then trade you your Lighter for a set of Lockpicks, which can be used to open the locked suitcases you will pick up in your adventure. This quest is only an aside, but it will give you access to more ammo in the game.

INNER COURTYARD (M7)

Monsters: Alfred

Dodge Alfred's shots and run up the stairs; he leaves as you begin climbing. Follow him through the unlocked blue door. (Notice the locked blue compartment on the railing. You'll need a shield crest.)

HALLWAY (M8)

Items: Handgun Bullets

Grab the bullets and head through the blue metal door.

BREAK ROOM (M8)

Items: Homeostatic Pills, 2 Green Herbs, Ink Ribbons
Special Interest: Typewriter, Storage Box

Grab pills and put them in the storage box. Save your game. Leave the break room and go through the door near the vending machines. Alfred blocks off all exits with a grim greeting. Continue through the door.

STORE ROOM (M8)

Items: Dual Uzi's (no ammo)
Monsters: Bander

Grab the Uzi's and a Bander attacks. Take him out. Go through the door at the bottom of the stairs. After cut-scene, Steve hands over the Golden Lugers in exchange for the Uzi's. You'll control Steve briefly.

BASEMENT (M9)

Monsters: 3 zombies

Kill the zombies and go out the red metal door.

BOILER ROOM (M9)

Monsters: 3 zombies

Kill the zombies. When they're good and dead, go up the stairs on the opposite end of the hall.

SEWER HALLWAY (M9)

Run to the other side. There's a cut-scene; you regain control of Claire. Go up an elevator, into a hallway, through the other door and into the garage.

GARAGE (M7)

Items: Handgun Bullets

Watch a cut-scene, then grab some **bullets** hidden on top of a box. Leave the garage via the door beside the Jeep.

HALLWAY (M7)

Items: Handgun Bullets
Monsters: 2 zombies

Grab ammo and kill zombies. Run down the hall and through the opposite door.

PAINTING ROOM (M7)

Items: Blue Shield Crest
Special Note: Typewriter

Grab **Shield Crest** from the wall and run all the way back to the garage. Exit through the large double doors.

MOTOR POOL (M7)

Items: Arrows
Monsters: 2 dogs
Special Interest: Tank

Kill the doggies and grab the arrows. Unlock the door facing the front of the tank. This leads back into the MTF Courtyard. Run all the way back to the Palace and into the office. Find the storage box, and use the Golden Lugers on the locked door to gain access.

MAIN OFFICE (M5)

Items: Handgun Bullets
Monsters: Bander
Special Interest: Clock, Computer

Grab bullets; access the **computer**. Enter '1971' to uncover a secret door. A Bander attacks. Kill him; enter secret door. Cross the wooden bridge, go upstairs.

PRIVATE RESIDENCE COURTYARD (M10)

Items: Red Herb
Monsters: 2 Banders

Kill the Bander and run up the stairs. Grab **herb** and run inside.

FOYER (M10)

Monsters: 4 bats

Kill bats and run through the door at right on the main floor.

TROPHY ROOM (M10)

Items: Handgun Bullets, Ink Ribbons, Arrows;
Monsters: Bander

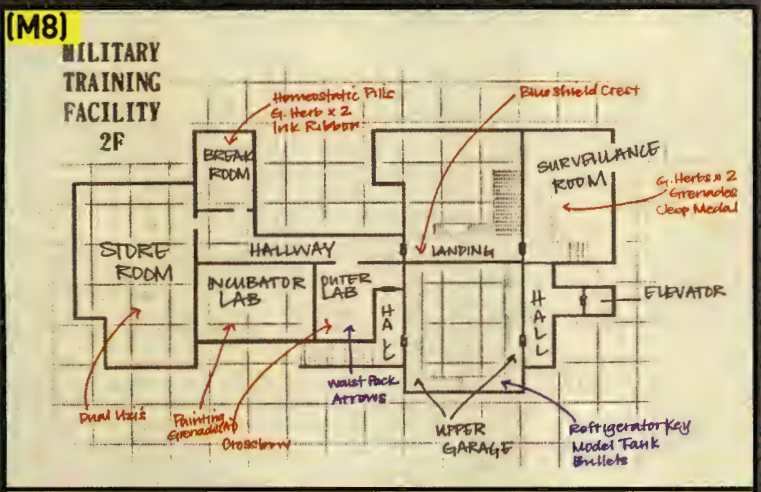
Kill the Bander and grab the bullets. If you still have the lighter, use it on the fireplace. This will light up where the arrows are hiding. If you don't have the lighter, just search the mantle for the arrows and the corners of the room for the ink ribbons. Run back to the Foyer.

FOYER (M10)

Items: Handgun Bullets, First Aid Spray

Run up the stairs; the spray and the bullets are sitting on a small table on the landing. Go through the door at the top of the stairs.

(M8)



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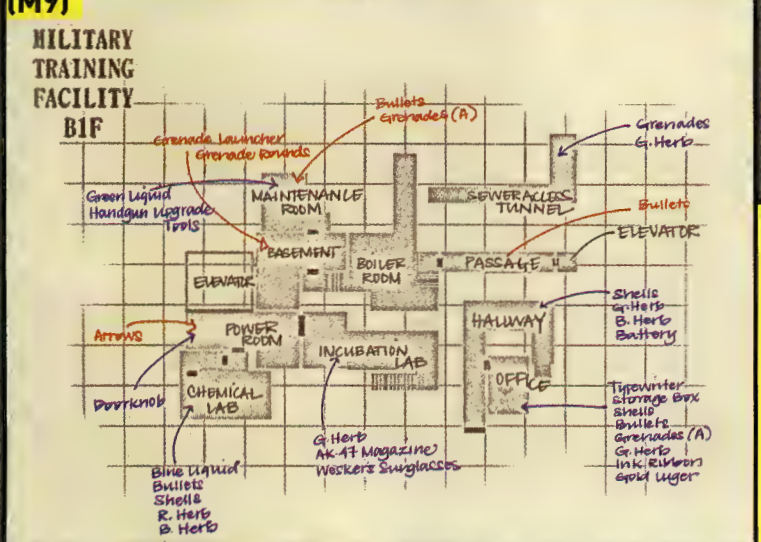


HOW HARD D'YA WANT IT?

THE DIFFERENCES BETWEEN Normal, Easy and Very Easy mode are quite profound. In Easy mode, all ammunition pickups are twice as large. So in Normal mode a box of bullets equals 15 rounds, and in Easy mode that same box of bullets will equal 30 rounds. The ammo pickups in Very Easy mode are the same, but monsters take increased damage from your shots.

If you've ever played and beat a *Resident Evil* game before, we suggest playing it at the Normal difficulty level. Really. If you want something easy, play checkers.

UPSTAIRS HALLWAY (M11)

Items: Handgun Bullets, Green Herb

Cut-scene. Grab **ammo** and **herb**. Run down the hall left of where you entered from, into Alexia's bedroom.

ALEXIA'S BEDROOM (M11)

Items: Palace Room Key
Special Note: Ladder, Music Box

Turn off the **music box** to reveal a key on Alexia's bed. Grab the **Palace Room Key** and the canopy on the bed lowers to reveal a ladder (you can't go up yet). Run back to the main foyer of the Palace. In the foyer, unlock the locked door and proceed inside.

CASINO (M5)

Items: Handgun Bullets, 2 Green Herbs, Explosive Arrows

Grab items and head out. Run downstairs and into the door behind the computer desk; go into the hallway and use the key on the opposite door.

BAR (M4)

Items: Handgun Bullets, Gold Shield
Monsters: 2 Banders

Kill Banders; grab **bullets**. Remove the **Gold Shield** from the floor behind the bar; run back to the Outer Lab in the prison area (where the guillotine is, in the caged area). Use the Shield on the door and enter.

ALLEY (M2)

Items: Green Herb
Monsters: 2 zombies

Kill zombies; grab **ammo**. Move the box and enter door. This is the alternate way into the Communications Room that was blocked off before. Grab the **Grenade Ammo** and **First Aid Spray** that you left before. Run into the Alley.

INFIRMARY (M2)

Items: Handgun Bullets, First Aid Spray

Grab the **bullets** and **Spray** and head out the door on the other side of the room.

MORGUE (M2)

Items: Handgun Bullets, Red Herb, Suitcase (Handgun upgrade)
Monsters: 4 zombies

Kill the zombies, grab the **bullets**, **herb** and **suitcase** and run back into the infirmary.

INFIRMARY (M2)

Items: Glass Eye
Monsters: 2 zombies

Cut-scene. Zombie attack (the one in the coat is fast!); Find the glass eye in the zombie's lab coat. Run into the small area off the infirmary and insert the eye into the Anatomy Model Mannequin to reveal a secret passage.

SECRET TUNNEL (M1)

Items: Green Herb
Monsters: 5 bats

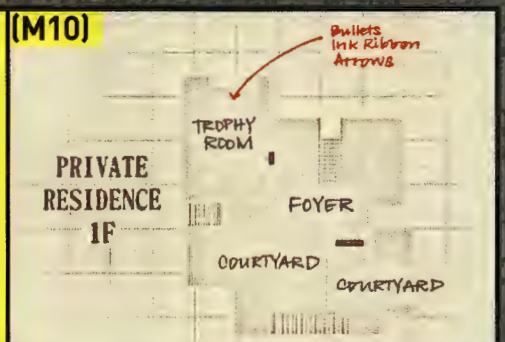
Kill bats and grab **herb**. Run down the tunnel and out the far door.

TORTURE CHAMBER (M1)

Items: Handgun Bullets, Arrows
Monsters: 3 zombies

Kill zombies and grab **ammo**. Run to the other side of the room and downstairs.

(M10)



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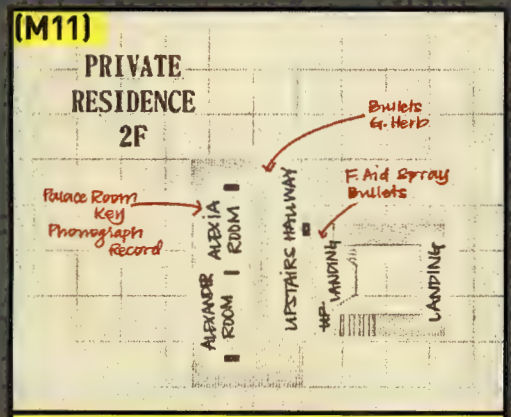
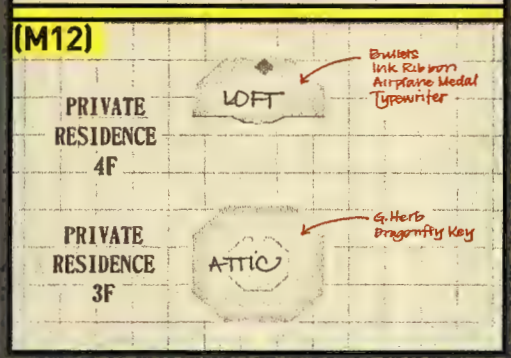




GARDEN (M1)

Items: Sword, Player Piano Music Sheet

Remove the **Sword** from the statue. The door that you came through locks; gas pours into the garden. Grab the handle on the center statue; turn it counter-clockwise until the gas stops. Statue 1 now spins around; you must replace the sword. A zombie leaps out of the statue. Kill him; grab the rolled-up **music sheet**. Run back to the Recreation Room in the Palace.

CASINO (M5)

Items: Blue Ant Figurine

Start the piano with the Music sheet. A panel opens up on the slot machine and you can grab the **blue ant figurine**. Run back to the upper hallway in the Private Residence, take a right, and go in the other door.

ALFRED'S BEDROOM (M11)

Place the blue ant on Alfred's music box. Grab the Blue Shield Crest from your storage box and head back to the MTF, then proceed to the inner courtyard. Climb the stairs and use the Blue Shield on the panel found on the landing. This reveals an **ID card**. Run downstairs and locate the ladder leading into the basement.

BOILER ROOM (M9)

Back in the boiler room, use the ID card to open bars and step down. Run around the boiler and back into the basement (where you first took control of Steve).

BASEMENT (M9)

Items: Grenade Launcher, Grenade Ammo

Use the ID card on the door. Take **grenade launcher** leaning on the wall. Grab **grenades** on the shelf near the door. Enter the door next to the shelf.

MAINTENANCE ROOM (M9)

Items: Handgun Bullets, Acid Grenades
Monsters: 3 zombies

Kill zee zombies and grab zee **bullets**. If you have the lockpicks (and why wouldn't you?), unlock the cabinet with acid rounds. Go back into the basement and through the door next to the place you found the grenade launcher.

POWER ROOM (M9)

Items: Arrows
Monsters: 2 Plastic Men

Kill the Plastic Men; grab **arrows**. Run back to the sewers and take the elevator to the second floor. Use the ID card on the security door and enter.

SURVEILLANCE (M8)

Items: 2 Green Herbs, Shotgun Rounds, Jeep Medal
Monsters: 2 zombies
Special Interest: Security Camera Computer

Grab **grenades** and **herbs** (near the giant console). Grab the **Jeep medallion** and access the surveillance camera from the main console. Zoom in on the picture on the wall. Note "1126" scribbled on the picture. Now run to the MTF's main hallway; use the access card on the sealed door that leads up to where you first found the Crossbow. Access the panel and enter the code "1126" to get in.

LABORATORY (M8)

Items: Grenade Acid Rounds, Painting
Monsters: 5 Albinoids

Grab the **acid rounds** and the **painting**. An Albinoid escapes and the security computer attempts to seal off the lab again. You have 30 seconds to run downstairs into the main hallway. Head to the Painting Room (where you found the Blue Shield).

PAINTING ROOM (M7)

Items: First Aid Spray, Gold Key

Place the painting on the wall to reveal a scale model of the whole facility. **First Aid Spray** is in a drawer (you must have the lockpicks). A **Gold Key** is in the model. Grab it and run to the Palace.

PALACE FOYER (M4)

Run in the door behind the computer. Go to the end of the hall and use the Gold Key on the last locked door.

ASHBURY FAMILY PORTRAIT ROOM (M4)

Items: Red Ant Figurine

The puzzle: Press a button on each painting (seven in all) in a specific order to unlock a secret panel. The first painting is on a raised platform; we'll call it painting #1 (a portrait of a young Alexander). Facing painting number #1, go clockwise around the

room and number the paintings in order until you get to the final painting, painting #7. Press the buttons on each in the following order: Painting #2, 5, 7, 4, 6, 3, 1. If you did it correctly, Painting #1 should slide away to reveal a vase. Take the vase and inspect it in your inventory to reveal a **Red Ant Figurine** hiding inside. Take the figurine, and run up to Alexia's Bedroom in the Private Residence.

ON TODAY'S MENU

CLAIRE REDFIELD

Claire was captured by Umbrella after escaping Raccoon City and trying to find her missing brother, Chris. Knocked unconscious, she awakens alone in a dank prison cell located on a secret Umbrella-owned island. Now, instead of rescuing Chris, Claire must use her considerable resources to save herself.

CHRIS REDFIELD

He has come to Umbrella's remote island headquarters on a tip that his sister Claire might be held captive there, and thrown his vendetta against Umbrella aside just long enough to rescue his sister. But he always seems to be one step behind.

STEVE BURNSIDE

His father is an ex-employee of Umbrella, Inc., and was discovered selling secrets to a rival company—so both father and son were imprisoned on Umbrella's island for life. Steve is stubborn and inconsiderate, and seems more likely to hinder Claire than to help her in their escape attempt.

RODRIGO

An Umbrella agent, and quite possibly the only other survivor on the island. Rodrigo might work for Umbrella, but he's not evil: he lets Claire out of her cell so she can escape. Unfortunately, Rodrigo is very sick, and might not last long without medicine...

ALBERT WESKER

Just when you thought he'd died and gone to Umbrella Heaven™, the big villain from the original *RE* is back—and strangely, he's stronger than ever. What is his purpose and why is he here?

ALFRED AND ALEXIA ASHFORD

Direct descendents of the original founder of Umbrella, Inc., they're hell bent for leather on restoring the company to its former glory by any means necessary. Their goals are never anything less than vile, so always expect the unexpected.

NICE TO EAT YOU!

ZOMBIE
Garden-variety living dead—slow, stupid and noisy. Usually found in packs. Best weapon to use on them is the pistol or even the knife. Don't waste ammo unless you're backed into a corner and have to drop one as soon as possible.

DOGS
Fast and deadly, they are the antithesis of zombies; they'll circle and attack from all sides. Put your back to the wall and let them have it point-blank with the shotgun, or take them out with a half-dozen rounds from your handgun.

BANDER
Slow moving beasts that rely on range instead of speed. Their arms can stretch clear across a room like rubber bands to put the hurt on you. Drop them from long range if you can, with explosive arrows or grenade acid/flame rounds.

HUNTERS
Fast and unpredictable, they can charge, jump or take you down linebacker-style. Use knockout weapons like the shotgun or grenade launcher, and keep shooting 'til they're dead. Handguns and crossbows only make them mad.

GIANT SPIDERS
They make a habit of dropping down on you as you run by; stand still too long and you'll get a mouthful of poison spit from long range. Use high-powered weapons like the shotgun or grenade launcher to exterminate them fast.

ALEXIA'S BEDROOM (M11)

Items: Record

Place the Red Ant Figurine on the music box and it opens to reveal an old-style **record**. Grab the phonograph record and run into Alfred's bedroom; insert the disc into Alfred's music box to reveal a ladder. Climb the ladder.

ATTIC (M12)

Items: Green Herb, Dragonfly Key

Grab the **herb** and pick up the toy **dragonfly**. Inspect the dragonfly to find a **key**. Insert it into the ant painting to turn on the carousel. The carousel will spin around and reveal another ladder going up. Climb the ladder.

LOFT (M12)

Items: Handgun Bullets, Ink Ribbons, Airplane Medal
Special Interest: Ladder

Grab **bullets** and **ink ribbons**, then push the ladder up against the bookcase. Use it to grab the **Airplane Medal**. Go down to the bedrooms; watch cut-scene. Make sure you have the three medals (Submarine, Jeep and Airplane), go to the airport office and take the door by the aquarium.

HANGAR (M6)

Place the three medals into the control box to activate the elevator. Board the Airplane.

AIRPLANE (M15)

Items: Platform Lever Special Interest: Typewriter, Storage Box

Steve tells you that the plane can't take off until the bridge is raised. Grab the **Lever** and run to the cargo room, ride up the 'vator again, past the crane controls and through the other door. On top of the bridge, use the Lever on the control box, but don't activate the bridge yet. Run across and through the opposite door.

BRIDGE HYDRAULICS ROOM (M15)

Items: Cargo Key

Grab the **Cargo Key** inside and run back out. Raise the bridge so the plane can take off. Run down to the cargo room and use the key on the locked door by the elevator.

SERVICE ELEVATOR ROOM (M6)

Items: Handgun Bullets, Grenades, 2 Green Herbs
Special Interest: Typewriter, Storage Box

Grab items; save. Push crates into the elevator so they don't block the door. Ride the elevator to the top; it opens in the outside courtyard of the MTF. Run back to the airport and jump on the plane. *Code Veronica*'s first Tyrant attacks in the Passage.

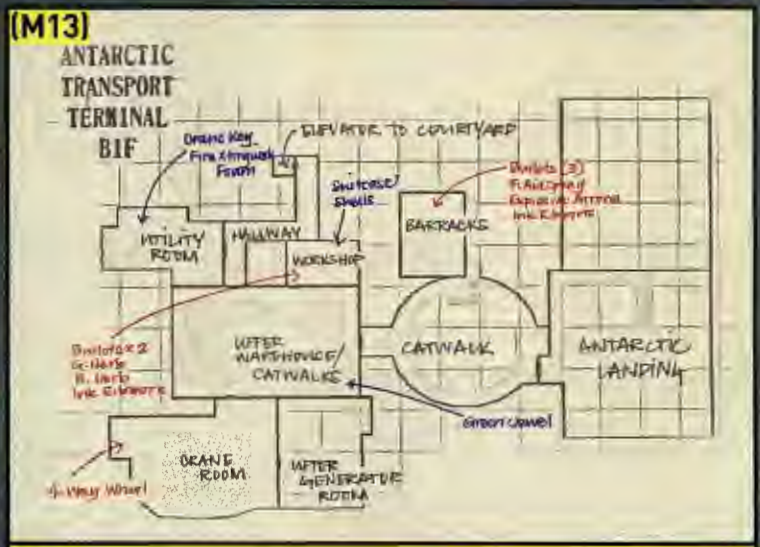
**** BOSS! ****

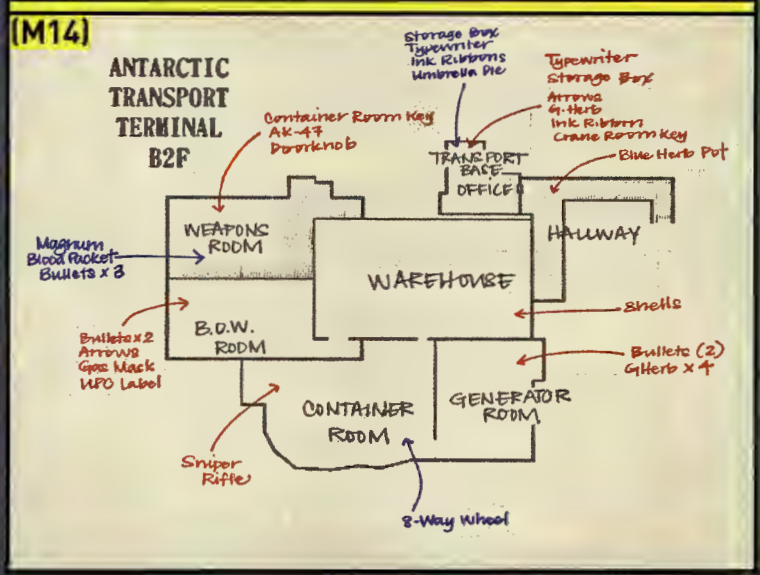
Acid rounds from your grenade launcher or explosive arrows will kill him. Fire as fast as you can, and he dies easily. Escape with the plane.

AIRPLANE (M15)

Save your game. Grab two health powerups (either First Aid Sprays or green/red herb combos) and your best weapons. Go through the door that leads to the cargo area of the plane, and find the Tyrant waiting for you—he's pretty mad.

**** BOSS! ****





There are two ways to defeat this Tyrant. Both involve hitting a switch near the door you entered from, which releases a box that will knock him from the plane. Release the box three times (there's a time delay while it resets), or only once if you've weakened him with weapons. Just avoid his attacks, which consist of one dashing blow and a slow (but damaging) swipe. Best bet: use grenades or explosive arrows until he is staggering, then release the box and he falls from the rear of the plane.

(END OF DISC ONE)

ANTARCTIC TRANSPORT TERMINAL

Claire and Steve must now find a way out of Umbrella's Antarctic base. Run to the right and down the ladder; keep running down the catwalk and enter the door next to the stairs leading down.

BARRACKS (M17)

Items: 3 Handgun Bullets, First Aid Spray, Explosive Arrows, Ink Ribbon; Monsters: 4 zombies; Special Interest: Transport Terminal Map

Grab **Ink ribbon** (behind bunks), **arrows** (on table) and **bullets** (on shelf). Search around the wall to find the **map**. More bullets (on bed) appear when the camera angle changes; grab bullets and **First Aid Spray** in the locker. Kill zombies, and head downstairs.

HALLWAY (M17)

Monsters: Giant Moths

Run down the hall and go left. Giant moths attack. Don't let them hit you; they're poisonous. Enter the door on the right.

WAREHOUSE (M14)

Monsters: 3 zombies
Special Interest: Conveyor Belt Control Panel

Kill zombies; run around machinery to a door marked 'Weapons' and enter.

WEAPONS ROOM (M14)

Items: Container Room Key, AK-47, Doorknob
Monsters: 4 zombies

Kill zombies; grab the key on the floor. An **AK-47 machine gun** is in a green locker near the back of the room. Use a **Doorknob** found in a zombie's dead hands on the locker next to it (it won't open yet). Enter the warehouse, go up the steps and use the **Container Room Key** on the door.

CONTAINER ROOM (M14)

Special Note: Gas Valve

Nothing in here but large cylinders of gas. Run through to the other side and exit.

GENERATOR ROOM (M14)

Items: 2 Handgun Bullets, 4 Green Herbs; Monsters: 3 dogs; Special Interest: Generator Control Panel, Light Switch

Kill dogs; search room. Grab ammo and herbs and run under the back platform to activate a switch. Turn on the generator at the control panel to restore power to the whole base. Run back into the warehouse and through the door marked 'B.O.W.' (wow, wow).

B.O.W. ROOM (M14)

Items: 3 Handgun Bullets, Arrows, Green Herb, UPC Label, Gas Mask; Monsters: 3 Giant Spiders

Two giant spiders attack. Use heavy ordnance (the AK47 is a good choice) or they will poison you. A third spider hides under the grating. Grab the **Gas Mask** from the wall panel near the entrance. Grab the **UPC Label** from the crates. Enter the warehouse.

WAREHOUSE (M14)

Special Interest: Blue Herbs
Enemies: Moths

Slap the UPC sticker on the box next to the conveyor control panel and turn the machinery on. Exit the warehouse, into the hallway. You now see a permanent pot of blue herbs (good to remember if you're running low!). Take a left into the office.

TRANSPORT BASE OFFICE (M14)

Items: Arrows, Green Herb, Ink Ribbon, Flowerpot; Crane Room Key; Special Interest: Typewriter, Storage Box, Locked Card Cabinet, Bookshelf, Locker

Grab items; save. Push the bookshelf behind the desk into the wall to reveal a secret room. Open a locker down the passage and push the button inside to reveal yet another secret room. Grab the **Flowerpot** and inspect it to reveal a **key**. Take the key and run back up to the catwalks; enter the doors by the ladder.

CATWALKS (M17)

Run to Claire's left and use the key on the door at the end.

CRANE ROOM (M17)

Items: 4-Way Pipe Wheel
Special Interest: Steve's pining look

Go into the Pump Room through the opposite door. Grab the **4-Way Pipe Wheel** and exit back into the Crane Room. Cut-scene. Now, turn off the gas in the container room. Problem: you have a valve wheel, but it's a 4-way plug and you need an 8-way plug. Run down the catwalk and enter the door on the opposite side.

WORKSHOP (M17)

Items: 2 Handgun Bullets, Green Herb, Blue Herb, Ink Ribbon; Special Interest: Drill Machine

Grab items. Insert the 4-way valve wheel in the retooling machine at the back of the room, and it becomes an 8-way plug. Return to the lower Warehouse Room and fight five zombies to enter the Containers Room again. Make sure you have the Gas Mask in your inventory.

CONTAINER ROOM (M14)

Items: Sniper Rifle

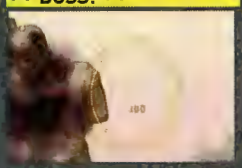
Run to the Valve Handle; use the 8-way wheel to shut off the gas.

Cut-scene. Climb down and grab the **Sniper Rifle**, then jump into the digging machine. (NOTE: store grenade launcher and grenades in the closest storage box BEFORE getting into the digging machine. Claire won't need them; best to keep them safe.)

HELIPAD (NOT ON MAP)

Items: First Aid Spray
Monsters: Newly Improved Tyrant
Grab **First Aid Spray**. Run for the ladder. Cut-scene: then fight the Newly Improved Tyrant.

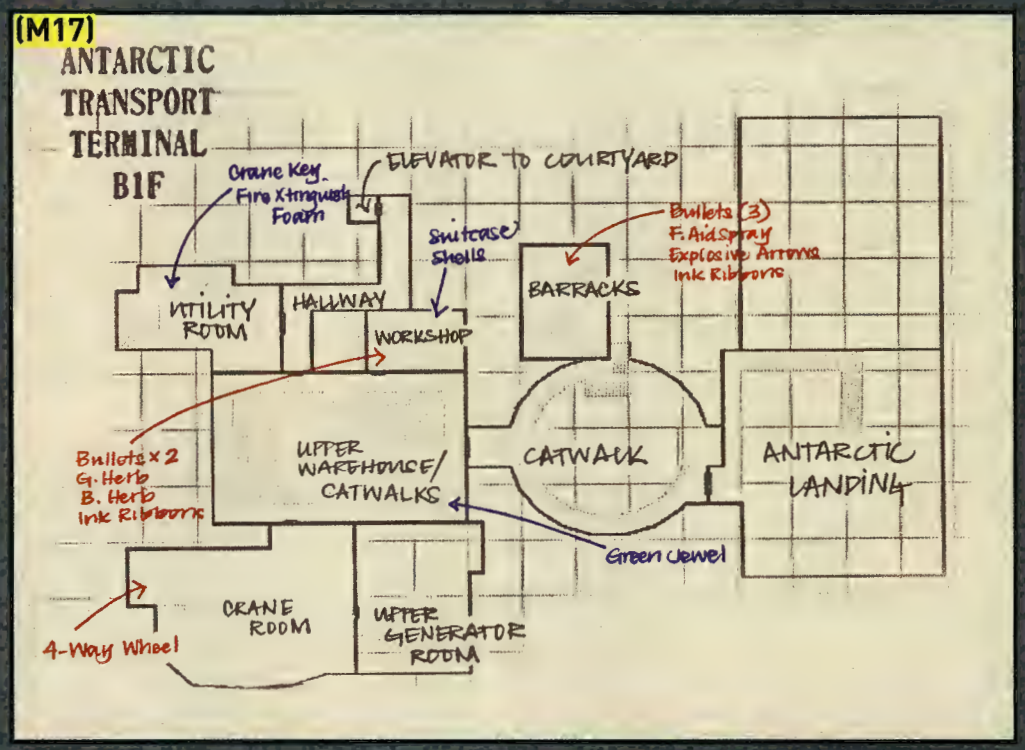
** BOSS! **



Aim for his heart with the Sniper Rifle (press the L-Trigger to zoom). If you don't get him in the seven shots you're allowed, run and use any other weapon until he dies. If he gets close, he'll throw poison spores or try to push you off the rooftop. Cut-scene: you assume control of Chris Redfield as he arrives on Umbrella Island.

SECRET CAVE ENTRANCE (M19)

Items: Arrows, Green Herb, Ink Ribbon; Special Interest: Typewriter, Storage Box, wall Sculpture
Chris starts with only one box of ammo, a First Aid Spray and your handgun. Cut-scene: Rodrigo is eaten by the MTF's worm. Grab **items**, get grenade launcher from box and head through door.



UNDERGROUND PASSAGE (M19)

Items: Green Herb, Blue Herb, Arrows, Handgun Bullets, Lighter (optional), Dual Uzi's (optional)
Monsters: Giant Worm
Giant worm again. Kill it, and it spits out Rodrigo and his **Lighter**. Run back to the cave entrance and equip the Lighter near the sculpture to receive **Dual Uzi's**. Go up the elevator in the underground passage.

MTF GARAGE/ MOTOR POOL (M7)

Monsters: 3 zombies
Items: Handgun Bullets
Kill zombies; run outside into the Motor Pool. Go to the rear of the tank and hit the button. It'll move forward to reveal a secret elevator. Grab the **handgun bullets** next to the elevator and descend.

HALLWAY (M9)

Items: Shotgun Shells, Green Herb, Blue Herb, Battery
Monsters: 2 giant spiders
Grab items, including **Battery**. Giant spiders attack, ignore them.

OFFICE (M9)

Items: Shotgun Shells, Handgun Bullets, Acid Grenades, Green Herb, Ink Ribbon, Gold Luger (optional); Special Interest: Storage Box, Typewriter, Drawer Puzzle
Grab **items**; save game. Open four drawers in this sequence: red, green, blue, bottom, to reveal a **Gold Luger** (useless otherwise, it unlocks Steve in Battle Mode if you put in a storage box). Go up the elevator into the garage; put the Battery on the cargo elevator and ride upstairs.

UPPER GARAGE (M8)

Items: Refrigerator Key
Run left; grab **Refrigerator Key** on the table and run in the door.

HALLWAY (M8)

Cut-scene. Go through the only unlocked door.

OUTER LAB (M8)

Items: Waistpack, Arrows
Monsters: 3 zombies
Kill zombies; grab **arrows** and **Waistpack**. Run to the hallway and take elevator down to the basement.

SEWERS (M20)

Items: Shotgun, Handgun Bullets, 2 Red Herbs, Ink Ribbon; Monsters: 1 zombie; Special Interest: Shotgun Wall Switch
Climb downstairs and remove **Shotgun** from the wall. Grab items and run through the door.

INCUBATION LAB (M9)

Items: Green Herb, AK-47 Magazine; Special Interest: Incubation Control Panel
Grab **herbs**; run upstairs. Access the Control Panel to lower an incubation tubes. Grab **magazine** for the AK-47 on top of the tube. Head out the other door.

POWER ROOM (M9)

Items: Doorknob
Monsters: 2 Hunters
Pick up the **Doorknob** and kill Hunters with shotgun or grenade launcher. Run through door with a red light over it.

CHEMICAL LAB (M9)

Items: Blue Liquid, Handgun Bullets, Shotgun Shells, Red Herb, Blue Herb; Monsters: Poison Hunter
Grab **items**; use Refrigerator Key to examine the fridge. A temp gauge appears. Set temp to 12.8 °C to obtain **Blue Liquid**. A Poison Hunter attacks; flee to the second floor lab where you found the Waistpack.

OUTER LAB (M8)

Monsters: 1 Hunter
Kill the Hunter; go through the now-unlocked door near the stairs.

UPPER GARAGE (M8)

Items: Handgun Bullets, Model Tank
Grab **Model Tank** and **ammo**; head to 1F via the elevator. Run into the Painting Room with the scale model of the Facility.

PAINTING ROOM (M7)

Items: Elevator Key
Place the Model Tank in the model of the base to open a secret panel containing an **Elevator Key**. Take it and run to the Incubation Lab in the basement.

INCUBATION LAB (M9)

Items: Wesker's Sunglasses (Optional) Monsters: Bander
Cut-scene. Kill Bander, grab sunglasses (to unlock Wesker in Battle Mode). Head into the Power Room.

POWER ROOM (M9)
Key activates the elevator. Ride to the 1F floor main hallway. Enter the Briefing Room on the right-hand side.

BRIEFING ROOM (M15)
Items: Arrows, Shotgun Shells, Acid Grenades
Monsters: 4 zombies
Kill zombies, grab arrows, shells and acid rounds. Run through the hole in the back office wall and climb down the ladder.

BOILER ROOM (M9)
Monsters: 4 zombies
Turn on the fan to suck toxic gas away. Kill zombies, run down the hall into the basement. Enter Maintenance Room on the other side.

MAINTENANCE (M9)
Items: Green Chemical, Gun Modification Toolbox
Grab the **Green Chemical**, inspect **Toolbox** on the desk. Choose to upgrade your Handgun. Return to the Main Courtyard and hop in the elevator that goes to the Airport.

SERVICE ELEVATOR (M6)
Special Interest: Typewriter, Storage Box
Save game, replenish/relieve inventory. Exit into the cargo lift area.

CARGO LIFT ROOM (M15)
Monsters: 1 Hunter
Kill Hunter and ride the elevator to the Hydraulic Control Room.

HYDRAULIC CONTROL ROOM (M15)
Items: Shotgun Shells
Monsters: 3 zombies; **Special Interest:** Bridge Control Puzzle
A puzzle. Press buttons in the following order: 3, 3, 3, 5, 10, 3, 5 to restore bridge controls. Kill the zombies and find **Shells** near their corpses. Run to the bridge and lower it. Take the elevator down and head for the bridge area.

BRIDGE (M15)
Monsters: 1 Hunter
Kill the Hunter and cross the bridge back into the office.

AIRPORT OFFICE (M6)
Monsters: 3 zombies
Kill the three zombies and enter the door next to the aquarium.

AIRPLANE HANGAR (M6)
Items: Submarine Medal, Ship Medal, Airplane Medal
Monsters: 1 Hunter
Kill Hunter, turn power to the Control Room off via the main computer. Remove those 3 medals from the airplane jet and return to the Painting Room in the MTF.

PAINTING ROOM (M7)
Items: 2 Shotgun Shells, Green Herb; **Special Interest:** Secret Panel
Put the three Medals into the secret panel revealed when you placed the Tank into the Facility Model to uncover a switch. Press it and the model slides into the wall to show a ladder leading down, an herb and shells. Go down the ladder.

SEWER TUNNEL (M9)
Items: Grenades, Green Herb
Monsters: 2 giant spiders
Kill/avoid the spiders. The **grenades** and **herb** are in a dark alcove on Chris' right. Go to the end of the hall and down another ladder.

SEWER ACCESS (M20)
Items: 2 Green Herbs, Blue Herb, Blue Shield Crest; **Monsters:** Adult Albinoid
Grab herbs, run to the pool area. The Blue Shield Crest is in the middle of the pool, guarded by an adult Albinoid.

BOSS!

Don't waste ammo. While at maximum health (with a few herbs in your inventory), take a plunge in the pool. Pick up the Blue Shield Crest and exit. The Albinoid may electrocute you, but he can't kill you if you're quick. Use an herb and return to the Office with the Storage Box, near the locked double doors with the Shield Crest impression.

OFFICE (M9)
Items: Purple Chemical, Golden Axe
Access the storage box. Remove Blue and Green Chemicals and combine them to get a **Purple Chemical**. Combine Purple Chemical and the Blue Shield Crest to burn away the metal until you're left with a **Golden Axe**. Leave, and use the Golden Axe on the door to the hallway to open it. Cut-scene: return to Antarctica.

ANTARCTIC TRANSPORT TERMINAL (M17)
Monsters: 2 tentacles
Debark through the only unlocked door and walk along the catwalk area (where Claire's plane crashed). Shoot the tentacles blocking you repeatedly, they withdraw. Climb down ladder and proceed downstairs into the hallway.

HALLWAY (M14)
Monsters: 2 zombies
Kill zombies and enter the office.

OFFICE (M14)
Items: Die, Ink Ribbons
Use the Golden Axe on the axe-shaped wall socket next to the curio cabinet to open a cupboard containing **Ink ribbons** and a shrivelled **die**. Return upstairs to the catwalks/upper warehouse area. Head to the Workshop where the caged zombie was.

WORKSHOP (M17)
Items: Shotgun Shells, Suitcase
Monsters: 3 zombies
Kill zombies; grab **shells** and **suitcase**. Exit to the catwalks and enter the Container Room where Claire has already shut off the gas.

CONTAINER ROOM (M14)
Items: 4-Way Valve Wheel
Monsters: 3 zombies
Grab **Valve Wheel**; zombies attack. Run to the broken area of the catwalk (along the left) and jump onto the ice, scramble up the other side and enter the door.

HALLWAY (M17)
Monsters: Hunter
A Scales detects you and calls in a Hunter. Kill him and run to the end of the hall and into the elevator. Head down into the courtyard.

COURTYARD (M21)
Monsters: Hunter
Kill the Hunter and take the door across from the elevator.

BASEMENT HALLWAY (M21)
Items: 2 Green Herbs, 1 Blue Herb; **Monsters:** 6 zombies
Kill zombies, grab the **herbs** and enter the 'High Voltage' room.

EMERGENCY GENERATOR ROOM (M21)
Items: 2 Handgun Bullets, 2 Shotgun Shells, 2 Green Herbs, Blue Herb, Ink Ribbon; **Special Interest:** Typewriter, Storage Box, Generator
Save game. Insert your Valve Handle into the generator and crank the connection together, then run to the other side and hit the switch. Lights go on and the electric door at the end of the icy hallway activates; run through it.

STATUE ROOM (M21)
Items: 4-Way adapter plug, Magnum Rounds; **Special Interest:** Map, Statue, Tiger Statue: Tiger Eyes
Push the statue onto the cracked tile near the cabinet. It'll fall through the floor, and conveniently uncover the **Map**. Run down the hallway and remove **Eyes** from the Tiger Statue. It spins to reveal a **4-Way Adapter** with an **8-way** attachment on one side and a few handy **magnum rounds** on the other. Grab both, and quick! You'll need them soon. Head through the brown elevator door.

COCOON (M22)
Items: Dragonfly Wing, 2 Green Herbs; **Monsters:** Moths
Exit the elevator, go down the hall and onto the catwalk. Run left, through the door.

INNER OFFICE (M22)
Items: Handgun Bullets, 2 Green Herbs; **Monsters:** 4 zombies
Kill zombies, grab **bullets** and **herbs** and exit the room. Run to the opposite side of the catwalk and head inside.

(M18)

ALEXIA'S LABORATORY (M22)

Items: Alex's Ring/Blue Jewel, 4-Way Valve Wheel; Special Interest: Alexander Ashford's corpse, Die Puzzle

Log on to the computer; view the die clockwise to get the correct code: AA, Crown, Heart, Spade. A slot opens; place the die inside and the incubation tube opens. Alfred's corpse emerges. *Eeeww.* Take his **Ring** and inspect it; it becomes a **Blue Jewel**. Return to the Generator Room, grab the 8-Way Valve Wheel and combine it with the 4-way adapter to get a **4-Way Valve Wheel**. See how that works? Now you take the Valve Wheel and Fire Extinguisher back to the courtyard where the elevator is.

COURTYARD (M21)

Items: 2 Dragonfly wings

With lights on, you see the two **Dragonfly Wings** in the Courtyard. Grab them and return through the hallway and back up the elevator.

HALLWAY (M17)

There are Seekers placed in the Hall, so be careful to avoid them. Now, head through the double doors alongside the wall.

UTILITY ROOM (M17)

Items: Crane Key; Special Interest: Fire Extinguisher Foam, 2 Elevators; Monsters: 1 Hunter

Take the elevator at the back of the room. Use the Valve Wheel on the 4-way plug to drain the aquarium. Climb down for the **Crane Key**. Kill the Hunter, go down the small elevator and press the flashing blue button near the second lift to raise the barrel of foam. Refill your Fire Extinguisher and take the second elevator down.

WEAPONS LOCKER (M14)

Items: Magnum, Plug, 3 Handgun Bullets

Extinguish the fire; grab the **Magnum** on top of the conveyor belt box and run to the rear of the room to equip your lighter. Now, open the broken cabinet (the one with the loose doorknob during Claire's adventure) and grab the **bullets** inside. Exit and return to the upper warehouse catwalks.

UPPER WAREHOUSE (M17)

Items: Emerald Earring/Green Gem; Monsters: Massive Spider

Use the Crane Key to start the crane. Grisly cut-scene; then duel a REALLY big spider. Use Flame Rounds to kill it in two hits. Grab the **Emerald Earring** on the ice; inspect it to get the **Green Gem**. Return to the courtyard where you found the Dragonfly Wings and enter the mansion's doors.

FOYER (M21)

Items: Knife

Special Interest: Claire's goo-ified body, Ashford Family Painting

Head upstairs; grab the **Knife** on the landing. Head to the small alcove behind the staircase and cut down Claire's body.

OFFICE (M23)

Items: Handgun Bullets, Shotgun Shells, Green Herb, Red Herb

Special Interest: Typewriter, Storage Box, Shotgun Wall Switch

Grab items and health powerups. Exit out the opposite door.

HALLWAY (M23)

Items: Arrows, Grenades

Monsters: 2 Tentacles

Shoot tentacles until they retreat. Two display cabinets can be moved to find **arrows** and **grenades**. Go through door at the end of the hallway.

DUNGEON (M23)

Items: 2 Arrows, Glass Canonball/Card Key; Monsters: 1 zombie; Special Interest: Stone Press, Cannon

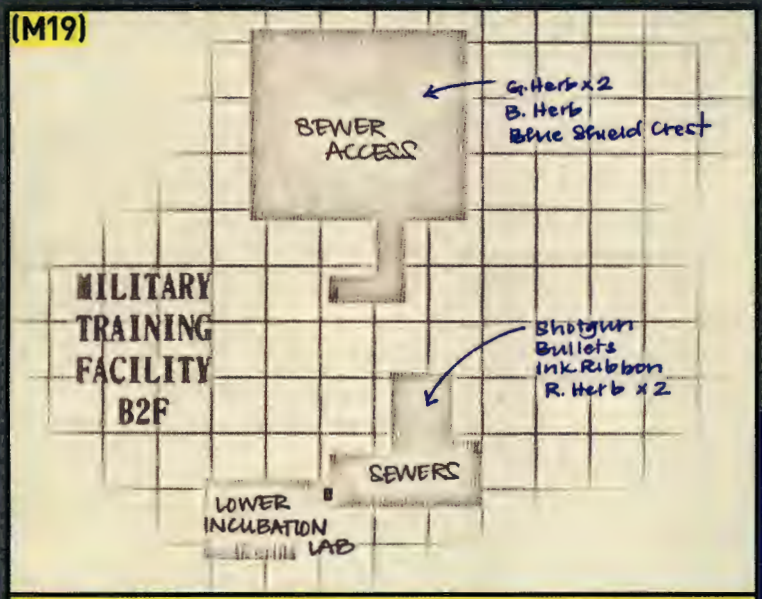
Kill zombie; go upstairs. Grab **arrows** in the open cell and inspect the **cannon**. Crank the barrel downward and a **Glass Cannonball** with **Card Key** falls out. It activates a crushing device; smash the glass cannonball to retrieve the Card Key. Run downstairs through the door closest to the one you first entered through.

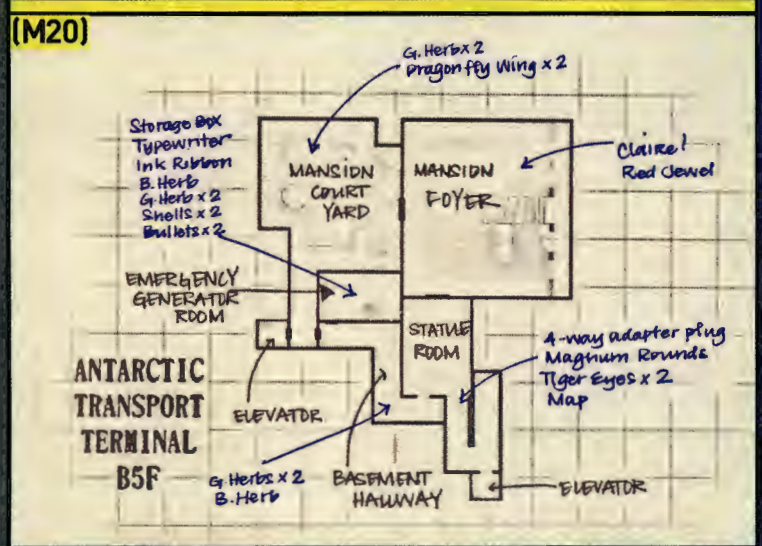
INNER COURTYARD (M23)

The Card Key opens the closed gate; run to end of passage. Cut-scene; then another boss fight!

** BOSS! **

Tyrant-Steve cannot be killed, so run like heck back the way you came. KEEP RUNNING! Run, run, run! Two hits and you've had it. After you've escaped, there's another cut-scene, and then you're Chris again.





MAIN FOYER (M23)

Items: Red Gem
Monsters: Alexia 1
Prepare to fight Alexia's first form.

** BOSS! **

Alexia walks forward (if she touches you, you're dead) flinging acid (which flares into flames for a brief period of time). Shoot with the Handgun and keep your distance until she dies. Remember: she can walk through flames, and you can't. Pick up the **Red Ring** and view it to reveal the **Red Gem**. Upstairs in the foyer, place all three gems into the family painting to reveal a secret door. Go inside.

HALLWAY (M23)

Items: 2 Green Herbs
Monsters: 4 zombies
Kill the zombies and enter the first door on Chris' right.

COMPUTER ROOM (M23)

Items: 2 Green Herbs, Dragonfly Wing
Grab **herbs**; press the console button to get the **Dragonfly Wing**. Go down the hallway and through a 'new' door to the left of Alexia's bedroom.

OFFICE (M23)

Items: First Aid Spray, Shotgun Shells, Foyer Key, 2 Tiger Eyes
Special Interest: Typewriter
Grab **shells**, **spray** and **Foyer Key** (inside desk drawer) and return to the main foyer where you fought Alexia. Unlock door with the Foyer Key and run to the Generator Room. Use the Valve Wheel to turn off power again, then run back to the Tiger Statue. With power off, the statue can't move when you remove gems. Grab **Red** and **Blue Tiger Eyes**. Go upstairs to the replica of the private residence hall and enter Alfred's room.

ALFRED AND ALEXIA'S BEDROOM (M23)

Items: Phonograph Record
Place the **Blue Tiger Eye** on the music box, head into Alexia's bedroom and place the **Red Tiger Eye** on her music box to grab the **Phonograph Record**. Return to Alfred's bedroom and place the Record into his music box to reveal a secret ladder: go up.

CONFERENCE RM (M23)

Items: Handgun Bullets, 2 Green Herbs, Dragonfly Body (Dragonfly Key)
Grab **bullets**, **herbs**, and **Dragonfly Body** (from the pail on the table), then return to the computer room. Exit out the opposite door into the hallway leading to the Dungeon. Run into the office to combine the Dragonfly Body with four Dragonfly Wings to make the **Dragonfly Key**. Push a shelf aside and place the Shotgun on the rack to get **grenade flame** and **grenade acid rounds**. Grab your best weapons with the most ammo. Fill out inventory with health powerups, leaving one slot open. Head for the Dungeon.

DUNGEON (M23)

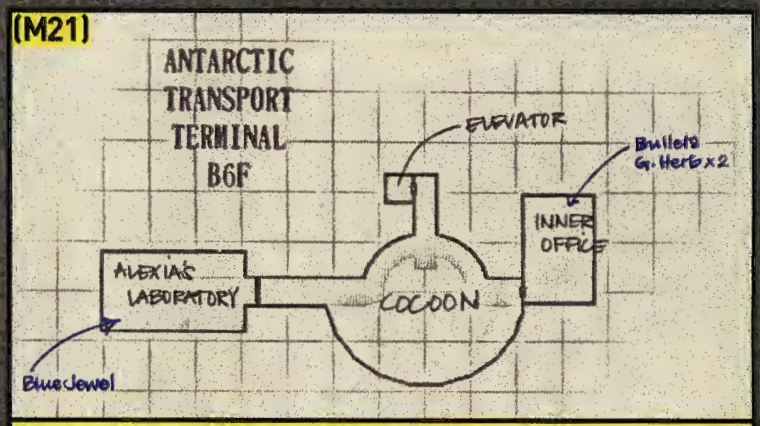
Items: Veronica Key Card
Cut-scene. You've got the **Veronica Key Card**. Go upstairs and use the Dragonfly Key to enter a new area.

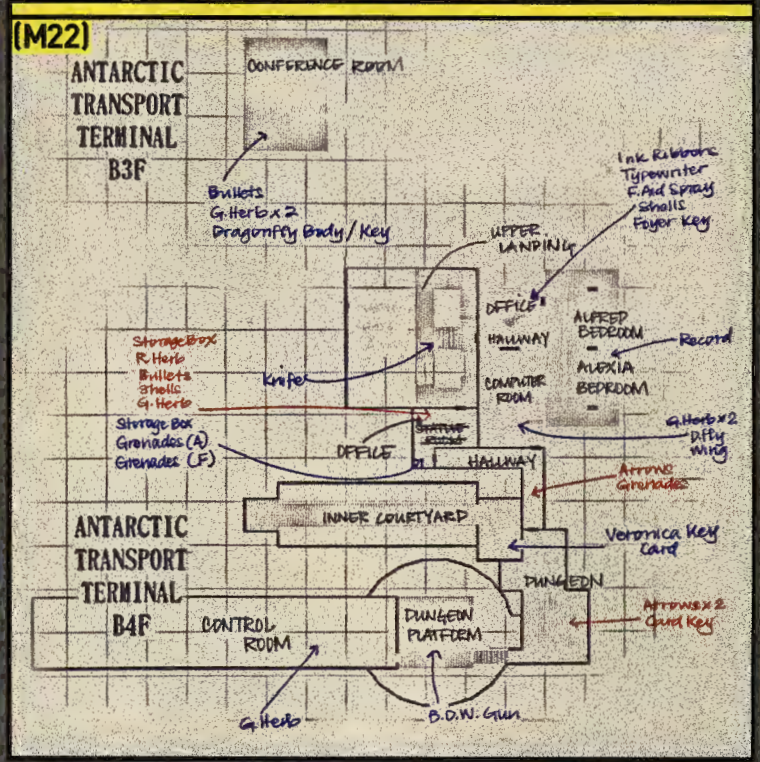
CONTROL ROOM (M23)

Items: Green Herb
Monsters: 2 zombies
Kill zombies; grab **herb** and head upstairs. Initiate the computer's self-destruct sequence to blow up the base within a set amount of time—the password is VERONICA. Go back to the Dungeon area for your final showdown...

DUNGEON PLATFORM (M23)

Items: B.O.W. Gun; Boss: Alexia 2
Shoot Alexia (preferably with Shotgun) so Claire can escape. Alexia morphs into a pile of goo; keep shooting until she winds up with a tentacle. When she sends out the tiny critters to attack you, just aim low. Her lower body disintegrates and her upper body takes to the air. Grab the **B.O.W. Gun** from its cradle and have at it. She's mobile, so lead your shots. You only get one try before she attacks with acid, but one's all you need. Enjoy the ending!





WHAT ELSE IS THERE?

As with any *RE* title, Capcom has made sure there's plenty of hidden goodies to uncover in *RE:CV*. Read on to discover what else there is.

UNLOCKING BATTLE MODE

Easy enough; just finish the game in any difficulty and the game will automatically save to your VMU at the end of the credits. Now, when you return to the title screen, a new option will appear! Listed below are all the goodies you can unlock within Battle Mode. Check them out.

- **Unlock First Person Perspective mode in Battle Mode by picking up the Sniper Rifle at the end of Disc 1.**
- **Unlock Alternate Claire in Battle Mode by performing well with Claire in Battle Mode.**
- **To unlock Steve in Battle Mode, get the Gold Luger from the basement office in Disc 2. You can also unlock Steve by performing well in Battle Mode as Chris.**
- **Grab Wesker's sunglasses off the floor in the Incubation Lab to unlock Wesker in the Battle mode. Wesker is also unlocked by performing well in Battle Mode with Steve.**
- **Unlock Alternate Chris in Battle Mode by defeating Battle Mode using Wesker (he only has a knife)**
- **Unlock Hunk in Battle Mode by beating the game at NORMAL difficulty level in less than 3.5 hours, while collecting every single file, memo, note and letter.**

Win! Win! Win!

Pure Turbonium! A turbo-charged Dreamcast, steering wheel and every DC driving game! (Even the crap ones!)

Did you know that by the time you read this there will be over 15 driving games available for your Dreamcast? That's a lot. You could easily put your back out carrying them all back from your local EB. But even if you did get them back to your house without incident, you'd probably find that playing Crazy Taxi or Sega Rally without a wheel is like going fishing without dynamite...you don't help thinking that as cool as it is you may be missing out on the really fun stuff. To solve both of these problems for you, we're offering you the once in a lifestyle opportunity to win every Dreamcast driving/racing game in existence, plus the astonishingly good Mad Katz Wheel (reviewed on page 86) and just in case you don't have one, a brand spanking new Sega Dreamcast videogame console. Quite a catch. In the lucky winner. Or rather, the talented winner...

Sign me up!

So what do you have to do to win? It couldn't be simpler. All you have to do is draw a picture of your ideal driving/racing game vehicle and send it to the **Official Sega Dreamcast Magazine, c/o Evan Shamoon, 150 North Hill Drive, Brisbane, CA 94005**. Please, please, please, no phone calls describing your vehicle design. The designs will be judged on originality and how well drawn they are.

All entries must be received no later than August 1st, 2000. Our decision is final, so don't call us up and complain if you think your design is better than the winners'. It isn't, which is why you didn't win.

Stuff our lawyers want you to read...

No purchase necessary. Entries must be received by 1st, 2000, with the winner being announced on or around October 1st, 2000. The editors of the **Official Sega Dreamcast Magazine** will be the judges, and their decision is final. By entering this contest you agree that the **Official Sega Dreamcast Magazine**, Imagine Media, and the other contest sponsors may use your name and competition entry for promotional purposes without further payment. All prizes will be awarded and no minimum number of entries is required. Prizes won by minors will be awarded to their parents or legal guardians. Imagine Media is not responsible for damages or expenses that the winners might incur as a result of the Contest or the receipt of a prize, and [illegible] income taxes based on the value of the prize received. A list of winners may also be obtained by sending a stamped, self-addressed envelope to Imagine Media, Inc., c/o R. Nelson, 150 North Hill Drive, Brisbane, CA 94005. This contest is limited to residents of the United States. No purchase necessary. Void in Arizona, Maryland, Vermont, Puerto Rico, and where prohibited by law.

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And that's not all!

- **Space Channel 5** *Reviewed*
- **Half Life** *Revealed (maybe...)*
- **Quake III** *Fragged!*
- **And Much More!**

* Miss it and be laughed at by your family, friends, and pets. Contents of issue subject to change, thanks to various companies screwing up at the last minute.

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